TW-03

TACTICAL WISDOM

DEFENSIVE OPERATIONS

JOE DOLIO

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Tactical Wisdom
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ISBN-13: 9798772182680
Cover Art: Andrew Dolio ii

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TACTICAL WISDOM SERIES TW-03
JOE DOLIO

Preface

It is for freedom that Christ has set us free. Stand firm, then, and do not let yourselves be burdened again by a yoke of slavery...
Galatians 5:1

In a Without Rule of Law situation, the prospect of becoming a slave is very real. I've long held that in a WROL situation, slavery will the first industry to return, even before truck farming. There will be some literal slavery, but most of it will be dependency-slavery. What I mean by that is people will require you to do certain things in exchange for food or security.

It is for this reason that you need to learn how to defend a fixed position, such as your home, or your farm, or your food production fields. If you cannot defend them, you will end up producing food for someone else. That's just a simple fact. If you think I'm wrong, I challenge you to read more about human history, particularly in times of strife.

Imagine this scenario…It's been 6 months since law and order fell and chaos took hold. You were already prepared and already had a pretty productive garden. You needed some widget for your tractor, so you took a basket of food and walked to town. While you were in town, you negotiated a deal and traded the food for the widget, and you headed back to your farmstead.

At 3 AM, a dozen armed men stormed your compound and overwhelmed it while you were still sleeping. You barely got out of bed before they were in your room. They agree not to harm you but

take all the food from your garden. As they are leaving, they tell you they'll be back next harvest season and you'd better have double the food.

What happened? While you were in town, someone saw you trading food for parts, which indicated that you had a surplus of food. You failed to conduct basic Fieldcraft on your way home, so you were followed and tracked easily. You failed to establish a firm perimeter and didn't set a guard, because you just want to "survive, not play

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soldier". The bad guys got in because you let them have an easy target. History is replete with stories exactly like this.

When I first started the Defensive Operations idea as a series of "Skills" posts on the blog, I immediately got a comment from a guy about "Look, I want to be prepared, but I have zero interest in playing soldier." That's a ridiculous position because it leaves you relying on the good will of desperate people in desperate times. It's not realistic.

Many people hold this idyllic image of preparedness, where they live out their days in peace in some sort of *Little House on the Prairie* cosplay. That mindset is dangerous. It will eventually and inevitably lead to death or slavery.

Not wanting to "play soldier" won't help you one bit when the other side decides that "Soldier" is the game that they're playing.

No matter what you are preparing for, Defensive Operations will occupy most of your time. If you are preparing for anything that causes a WROL situation, it involves storing or producing food and supplies, and those will need to be protected via Defensive Operations.

If you envision resisting a foreign invasion, like China or Russia, or the "hypothetical" resistance to a tyrannical government, you will first have to be able to defend your base of operations and logistics train before you can do anything else at all. You have no business

conducting offensive operations if you can't defend your base or your family.

As I point out in every book, remember your ultimate goal. That goal is SURVIVAL, and it comes first. Defensive Operations is where you ensure your ability to not only survive but remain self-sufficient and self-determining.

Self-Sufficiency is the entire purpose of being into preparedness. We prepare and train so that we are able to provide for ourselves, without relying on anybody else to give us a handout. Handouts ALWAYS come with conditions. During Hurricane Katrina, it came with the condition of disarmament and gun confiscation, along with forced relocation.

Self-Sufficiency gives you the ability to say "NO". If you rely on handouts and support from another entity, they can withhold that aid if you refuse to do what they want (see "Covid Vaccination and Entering Businesses in 2021"). Eventually, you will do whatever it is they want if you are not self-sufficient.

Self-Determination is freedom. If I am prepared, trained, and selfsufficient, I can do what I choose, not what some other entity wants me to do. They won't have leverage to get me to bend to their will, and that leaves only force as their remaining option. If I am ready to conduct Defensive Operations at all times, force becomes costly for those who would attempt it.

Maintaining solid defenses and conducting ongoing security and defensive operations will actually lead to less conflict, because criminals and petty tyrants (and some not so petty ones) will pick an easier target if given the choice. Projecting a strong and ready image isn't "looking for a fight", it's trying to stop one before it happens, while being ready to win one if it does.

Let's address the elephant in the room: The United States Government. Many self-proclaimed experts say, "you can't resist the US government without tanks and fighter planes".

First, we're talking about a WROL situation, so the government isn't necessarily even in play. If they are, they should be respecting the US Constitution and not be trying to forcibly take things or enter our property. My position (for the Feds reading this and trying to make a Sedition case out of it) has never been overthrowing or resisting the Government. It has always been and will always remain upholding the Constitution of the United States, which guarantees that your home shall be free from government intrusion and that your property cannot be seized without due process. This doesn't end because someone declared an "Emergency".

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This is important because of the Defense Production Act. The DPA authorizes the government to determine any items they want as "critical" during an emergency and to seize them from anyone they feel is "hoarding". The local FEMA manager gets to make that decision. Hoarding is a federal crime defined as "having more than necessary for personal, immediate use". In other words, being prepared. They used the DPA to seize masks that were lawfully purchased during the early days of the 2020 Covid-19 pandemic.

Second, twice now, illiterate farmers with ancient rifles and no armor or air have successfully resisted the US Government for decades, leading to victory or a negotiated settlement

Again, I'm not advocating for or against it, I'm just saying that the Constitution guarantees the ability for you to lawfully resist unlawful government intrusion, as the US Marshal's Service found out in the aftermath of Ruby Ridge. I only bring this up because after the firefight and standoff, Kevin Harris and Randy Weaver were found to have acted in lawful self-defense, because the US Marshals had no legal authority to forcibly enter the property. I don't care for Weaver's ideology, but he acted legally in this case by conducting Defensive Operations on his own property. There is a valuable lesson in there.

Preparing to conduct Defensive Operations also protects you legally once order is restored. Should you have been forced to defend your

location, you can point out that you were not out conducting offensive operations, you were taking steps to defend yourself and your property. This is where written records will help (I always say paper is an overlooked preparedness item). The attackers continued, despite seeing obvious defenses, so you had no choice.

In this Volume of Tactical Wisdom, we'll explore defensive philosophy, planning a defense, setting up obstacles and defensive positions, establishing an interior guard, security patrolling, secure vehicle movement, and a lot of other items to help you establish a strong forward defense, anywhere you happen to be.

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Tactical Wisdom
Defensive Operations
Chapter 1 Intro to Defensive Operations

Defend the weak and the fatherless;
uphold the cause of the poor and the oppressed.
Psalm 82:3

If our ultimate goal is survival, then how do we ensure that survival, once we've established a base of operations and a stockpile of supplies, whether that base is our home, our bug out location, or a neighborhood? The answer is by establishing a defensive plan and conducting defensive operations.

But what are Defensive Operations?

Defensive Operations include those actions taken to defend a particular location. They include establishing a defensible perimeter, establishing obstacles, emplacing fighting positions, establishing observation and listening posts, conducting patrols, establishing interior security, and controlling the information that you give out.

If you're familiar with my writings, you know that I talk about second and third order effects. The same philosophy applies here. In addition to those first order tasks above, there are second order defensive tasks like establishing an entry control point, establishing a traffic control point, protecting supplies in transit, and similar tasks.

As we go through these topics, we will thoroughly examine each one.

We must temper all of this with the agreement that we are discussing a WITHOUT RULE OF LAW scenario. A lot of the steps we are talking about would not be appropriate in normal times. We are talking about times when a law enforcement response is not coming. We will discuss some steps you can take in normal times, but most are for WROL operations.

The key concept is that defensive operations are designed to keep bad things out and good things in.

In a WROL situation, anyone that you do not know is a potential threat. Even seemingly innocent parties asking about food or shelter could be gathering information to be used to plan an attack or a theft/burglary. As much as our human nature tells us to trust and help others, we must remember that we are not talking about normal times.

Whenever we talk of defense or security, we need to think in terms of layers or concentric rings of security around our location. We can't defend simply from our front window, or even from our front gate. We need to extend our protective security "bubble" as far out as we can to give us the most time to react to an intrusion and to delay anyone who attempts to penetrate that perimeter.

Outer Perimeter
Inner Perimeter Protected Asset
Close Protection

These rings may not all be physical. Your outermost cordon may simply be covered by patrols and observation posts. We will discuss that as we move through this book.

Defensive Intelligence

The first step of defense and one you can start today is Defensive Intelligence. If you aren't gathering information on potential threats and general crime trends in your area, no amount of your prepared defenses will help you. You won't know when to man those defenses and will be surprised by your opposition.

You should be gathering information right now on your local area. In the Baseline Training Manual, we called this the "Area Study". You need to obtain detailed paper maps of your local area, and either draw or download some type of map of your neighborhood or bug out location/compound and the immediate surrounding area. You need these for planning and battle tracking.

Another good area for developing intelligence is tracking local crime trends. In a WROL situation, your local street gangs and burglary rings will see the situation as a golden opportunity. By knowing as much as you can about them ahead of time, you'll know who to watch for and what your threat level is. Monitor local media for crime stories and check the web page of local police departments for crime trend mapping.

Nixle and Everbridge are web services that local police departments use to send alerts to their communities. Sign up for these services for

as wide an area as you need.

Military counter-intelligence teams develop what are known as “Personality Lists”. On these, local people of interest are plotted and labeled as friendly (white), hostile (black), or unknown (gray). Using social media sites, you can develop a similar list. Make a listing of local known protest agitators and gang-related persons from your media and social media tracking and keep them written down and updated. I use an “INTEL NOTEBOOK” to write out summaries of significant events or personal observations, because one event may mean nothing, but when you go back and review your notes over a month or a quarter, patterns may emerge. Develop the habit now, because in a WROL situation, recording and reviewing pieces of information will be vital to your survival.

Once a WROL situation develops, your security teams will need to be taking written notes of things they observe or learn while in an observation post, working an entry control post, while patrolling, or just in daily life. This information should be reported to your intelligence coordinator or command team and kept in some type of intelligence journal by date and topic.

Regular review of your intelligence reporting will help you identify trends that may require additional investigation, like sending out a patrol or establishing an observation post/traffic control point to gather further information. We will be discussing how to gather information during these tasks in the chapters that detail them.

The important takeaway here is that you MUST gather this information and review it regularly so that you are not taken by surprise.

Areas to plot for your Defensive Intelligence are potential trouble spots like food stores/liquor stores, pharmacies, and retail areas, which will draw looters. Police stations and government buildings should also be plotted, as they will likely draw protestors. Fire stations and hospitals should be plotted because they will draw the sick and injured, and tempers will flare there. These are all areas to be

avoided, and if they are near your perimeter, you will need to plan to observe them for your own security.

Defensive Planning

Use your maps and overhead imagery from the internet to draw up the most likely avenues of approach for people trying to enter your perimeter. Use that information to plan defenses to address them.

An invaluable tool for both planning and defensive operations is a drone. Small drones are cheap and easy to use. You can buy them either with real time video download to your cell phone using Bluetooth (doesn't require a network connection) or with an on-board memory card that you can read later. Some have both. You will need batteries and a way to charge the drone.

For planning, you can send up the drone and have it record overhead shots of your entire perimeter, so that you can produce your own pictures. For ongoing operations, you can send the drone out to look for people moving near your perimeter. There are a couple of cautions about using drones for actual security. First, they are not a substitute for patrolling. They are supplemental. Second, don't overuse drones as they do wear out or break. Lastly, remember that if a drone can see people, people can see the drone. A drone means people who have the ability to charge it, and in a WROL situation, that will also mean that food is likely available and all someone has to do is watch the drone to see where it lands. Drones also make noise and in the quiet of a world without electricity, it will be easy to hear.

As you are conducting your defensive planning, you will need to remember to consider the military aspects of terrain (KOCOA) as you learned in TW-02, Fieldcraft. Here is a reminder:

K Key Terrain
O Observation & Fields of Fire
C Cover & Concealment
O Obstacles
A Avenues of Approach

Have a plan to either control or observe the Key Terrain around your perimeter. Is there a tall building nearby that can see into the perimeter? Then you need to either occupy it and use the top as an observation post or find a way to watch the building to see if anyone else occupies it. The same goes for any other Key Terrain around your location.

All your security posts should be positioned considering what Observation & Fields of Fire they give to the defenders and what Cover & Concealment they offer and Avenues of Approach they overlook.

Obstacles should be placed outside the perimeter to funnel anyone attacking or approaching to where you want them and to prevent them from approaching undetected. We will discuss obstacles in their own chapter.

Avenues of Approach are the most likely routes by which an attacker would gain access to your location. You plan your positions to observe them and obstacles to block them.

Defensive Planning is nothing more than knowing your threats and your terrain, then developing countermeasures to reduce the risks associated with that information.

When you first analyze a perimeter like a suburban block or a rural farm complex, it can be daunting. Rather than trying to secure it all once, analyze carefully, and then identify the three biggest risks. Develop and implement countermeasures for those three, then decide and act on the next three, and so on. Defensive Planning is never finished and is always on-going. If you think you're finished, it's time to analyze the entire site again.

Establishing an Interior Guard

After the planning is done, and countermeasures developed, you will need to establish an interior guard. According to the US

Government's favorite Interior Guard Force, the United States Marine Corps, interior guard is defined as:

The guard detailed by a Commander to preserve order, protect property, and enforce regulations within the jurisdiction of his/her command.

Source: MCO 5530.15 USMC Interior Guard Manual

In other words, it's the team you are going to task with manning the perimeter and patrolling the interior during a particular time period.

You will need enough people to man each post you've identified as necessary in your Defensive Planning, as well as a patrol to move between them.

As you can see, security, which will consume the bulk of your time in a WROL situation, is manpower-intensive and you will need a team.

The interior guard is protecting your inner most security circle.
We will discuss the interior guard later in the book.

Fixed-Site/Perimeter Defense

A Fixed-Site Defense or Perimeter Defense means occupying a specific location and defending it from attack. This requires establishing a firm perimeter and fortifying it with fighting positions and interior guard posts.

It may involve building fencing or other barriers around the entire perimeter, or just covering it from fixed positions.
This is where your Entry Control Point will be as well.

This type of defense is usually your middle circle, between the close-in defense of interior guard, and your outermost Area Defense, consisting of patrols and observation posts.

Area Defense

An Area Defense pushes security measures out beyond your own perimeter to the surrounding area.

Measures used in an area defense include observation and listening posts, local security patrols, intelligence gathering, and traffic control posts.

These measures are designed to keep threats as far from your perimeter as possible. If these measures are unable to deter a threat, they will at least provide early warning of impending threats.

Failing to conduct an area defense allows you to be surprised.
Area Defense is the outermost circle of security.

Putting It All Together

Before you can begin a security operation, you need to conduct information gathering and planning. Then, you need to plan at least three concentric rings of security.

First, establish your close in security by setting an interior guard on your most critical assets. Identify areas that are most critical and take steps to secure those areas, whether with physical security measures like locks, or with guard forces. Remember, we can't rely on physical security measures that need electricity like alarms or cameras.

Next, establish a firm perimeter around your site and begin fortifying it against a ground attack. This will require actual fighting positions and may require building obstacles. Last, plan out your area defensive measures. The areas around you need to be patrolled to see if anyone is approaching or observing your perimeter. Key terrain and avenues of approach will need observation posts overlooking them for early warning.

Ongoing gathering and analysis of defensive intelligence will be needed to ensure that your team is still addressing all threats and to provide early warning. Analysis can also identify gaps in your knowledge, and direct more gathering activity.

Between 475 and 221 BCE, General Sun Tzu wrote a timeless book titled "The Art of War". It's still used by all world militaries to this day. Here is what Sun Tzu had to say about Defensive Operations:

1. Invincibility lies in the defense.
2. The opportunity to secure ourselves against defeat lies in our own hands.
It is entirely up to us to protect ourselves.
Help is not coming.

Training Standards

1. Explain what Defensive Operations are.
2. Explain some steps to take to develop Defensive Intelligence and some sources.
3. Define KOCOA and each component of it.
4. Describe what an Interior Guard is.
5. Explain Fixed Site Defense. 6. List components of an Area Defense.

Tactical Wisdom
Defensive Operations
Chapter 2 Defensive Positions

I will climb up to my watchtower
and stand at my guard post.
Habakkuk 2:1a

Habakkuk knew a thing or two about Defensive Operations, apparently. A huge portion of our time in a WROL situation will involve climbing up to our watch towers and standing at our guard posts.

In this chapter, we are going to discuss how to build individual and team fighting positions, also known as field fortifications. We'll also discuss building fighting positions inside buildings. Observation Posts, another key part of defensive operations, will also be discussed.

Defensive positions increase your protection from hostile forces and enable you to effectively protect your perimeter. Also, seeing a well-thought-out series of defensive positions may make a group decide to attack someone else, keeping you and your supplies safe.

Positions should be located where they can cover at least one anticipated avenue of approach into your location.

Individual Fighting Position – Ground
These positions were briefly discussed in TW-02 Fieldcraft, but here we are going to provide more detail.

After selecting a location that covers an avenue of approach, the first step is to decide how you will provide frontal cover. Remember, cover stops bullets and fragments; concealment and camouflage do not. Using natural cover, like rocks or logs, is best, because it makes the position harder to detect.

The dirt used from inside the hole can be used to make frontal cover, but it must be stacked 18 -36 inches deep and packed to stop small arms fire. When placing the dirt as cover, leave about 6 inches from the front of the hole as a place to rest your elbows and to place optics/radios.

Dig the hole to armpit depth, wide enough for your and all your gear.

Source: US Army

You can also place dirt on both sides and to the rear as additional cover.

I know that a lot of resources talk about sloping the floors and leaving a “grenade sump” at the bottom, but for our purposes, we aren’t going

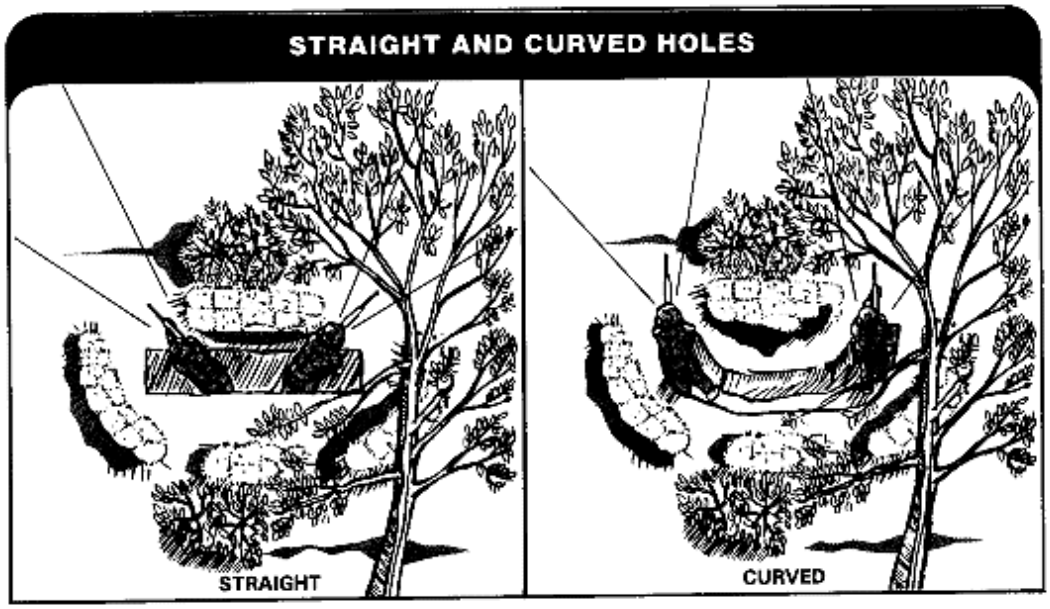
to worry about that for two reasons. First, not a lot of groups will be running around with hand grenades. Second, if someone DOES toss a grenade into your hole, a grenade sump is just to make you feel better until the grenade goes off. No sense wasting time and energy on it.

An alternative to building a straight fighting position is to curve the ends around a piece of cover, enabling you to use the center for protection, as shown below.

Source: US Army

Once the position is built, begin working on overhead cover. Not only will it protect you, but it will also keep you out of the weather and make the position more comfortable.
The best way to build overhead cover is to begin with logs laid across the top. Place waterproof material, like a tarp or poncho over the logs, then cover it with dirt and camouflage. An ideal situation is to use a thermal tarp, which will hide your heat signature from above.

A team fighting position is just made a bit longer. You could place a sleeping platform at each end with overhead cover, to enable the team to sleep one at a time in the position, while maintaining separate spaces for gear.



Source: US Army FM 21-75

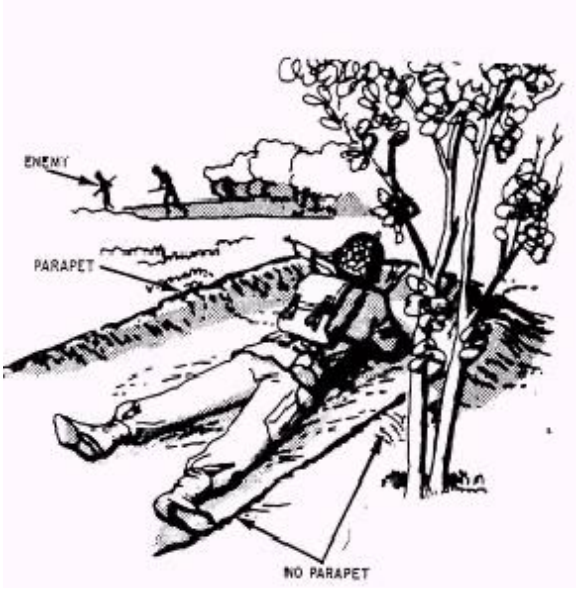
Skirmisher's Trench

The US Army calls this position a Hasty Fighting Position, but US, British, and French Marines call it a Skirmisher's Trench, because Marines are cooler and far more professional. In Napoleonic-Era fighting, skirmishers were light infantry units that moved ahead of the main body, looking for weaknesses and engaging the enemy skirmishers and pickets. They would fight many small engagements before the main battle, and thus would have to build hasty fighting positions, between the lines.

Since that's exactly the kind of scenario we envision in a WROL situation, rather than large battalion-sized set-piece battles, I felt it was important to include here.

Note that the Skirmisher's Trench is not just for defense. It can be used any time you need a quick but more secure position than just on a knee or prone behind a tree.

If you are on the move and need to set up a quick position, like while setting up an ambush or providing security for your overnight site, you would quickly scrape out a hole just large enough for you to lay down in and pile the dirt around the hole in a small parapet.



Source: USMC 3rd Bn/8th Marines **Urban Fighting Positions**

Urban fighting positions are fortifications done inside a building, whether it be a home, an office, or a commercial business.

The first consideration for any type of urban position is cover. You need to know what the building composition is to know whether the building is providing you with cover or concealment. Generally, houses and dwellings offer only concealment, while most commercial buildings provide some type of cover, even if it is limited.

Another main concern with urban fighting positions is proximity. The very nature of urban areas prevents you from being able to see, and thus shoot, at longer distances. This same fact allows adversaries to get very close to your positions.

For this reason, and since we most likely won't have belt-fed machine guns to give us grazing fire along the ground (fire less than waist high), for our purposes, we will try to place our fighting positions on the second or third floor. The reason is that we want to be able to escape quickly using either a ladder, an emergency fire ladder, or rope, via a window on the side away from the attackers. Since we will likely have barricaded the fire floor and any stairwells, this will be our only way out.

We might place an observation post with a scoped rifle higher in a building, but they will still need a second or third floor escape route. Keep this in mind for planning.

One of the first pieces of urban gear you will want to buy or find is a portable escape ladder.
In a WROL situation, once businesses are closed and most likely looted in commercial areas, you could look for emergency supplies that looters most likely left behind. Gather any ladders and fire extinguishers left behind (check these for a proper charge first). AED machines will likely also be left behind, as will first aid kits.

We are not talking about looting for our enrichment but salvaging needed supplies from obviously abandoned businesses or locations for community defense. Any military or government force coming into the area would do the same thing. If it makes you feel better, keep a record so that things can be returned, or compensation made after order is restored. Life safety and community defense come first.

Another idea is to go to an outdoor store and buy a rock-climbing webbing ladder as part of your gear. They are made to fold up small and be lightweight yet can hold a lot of weight. If you attach it to a long pole, you now have an urban assault ladder, as well, for entering buildings other than on the first floor.

If we know an attack is coming, we will want to barricade every opening on the first floor of any structure. I understand that if we are talking about your house, you may not want to live that way. That's fine but have these materials right nearby so that you can barricade the first floor immediately, if necessary.

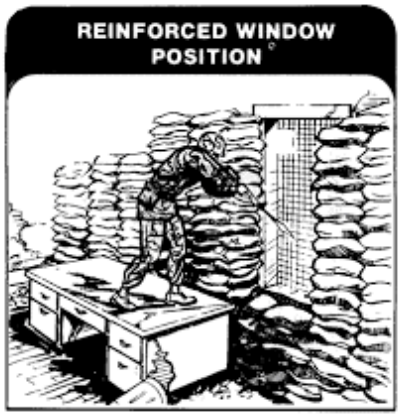
First, get plywood boards cut to the exact size of your windows. Install the boards with all fasteners on the INSIDE, so that attackers can't remove them. One way is attaching a 2x4 on a long bolt to the center of a plywood board, so that the 2x4 can rotate. Set the board in the open window, then rotate the 2x4 so that the walls are holding the board in place via the 2x4 and then tighten it down.
You could also secure metal or PVC channels above and below your

windows on the outside, which would allow you to slide plywood in place over the window, but this is just protection against thrown objects, since it can be removed from the outside.

For doors, install blocking bar braces that secure into the studs on each side of your door. Securing them to drywall will do you no good. This is essentially a bar of wood or metal that fits across your door, preventing it from being forced open. In a WROL situation, it's a good idea to use this every night.

If a building is attacked, and you are defending from the second floor as we discuss, barricade the stairwell with furniture at the top and bottom to delay any attackers who do make it into the building. A great supplement here is a coil of razor tape (see the Obstacles chapter) stretched in the stairwell.

Fighting positions in rooms should be fortified with sandbags, if possible, since most dwellings don't offer much cover between floors. Commercial buildings do, however, as the floors are most often reinforced with steel or concrete.



Source: US Army FM 21-75

Another piece of building a second or third floor defensive position is installing some type of small wire mesh over the outside of the window. This will still allow you to fire out, but will prevent thrown objects, like Molotov Cocktails, from being thrown through the window. You need these on all of you second and third floor (throwing range) windows.

When defending a structure, always fire with the firearms fully inside the structure, to prevent anyone watching from knowing exactly which window the shots came from. Remain back in the shadows when observing.

A key aspect of preparing buildings for defense, as mentioned in TW-02, Fieldcraft, is firefighting. Stage extra fire extinguishers and water throughout the building. Fire blankets are cheap, and you should have some available in your preparedness gear.

Ammunition and medical supplies should also be staged at each urban fighting position, to reduce the need for people to the leave their post. Water & food can also be pre-staged or delivered by others.

When defending an entire block or compound, site interior building fighting positions (and ground ones outside, for the matter) where they can support each other.

Whether in a building or on the ground, every fighting position should also have an alternate position, in case you are forced out of the main one. Something else to consider, once the primary and alternate positions are in place, are supplementary positions, which are built to cover an entirely different direction, in case your attackers don't cooperate with your wonderfully built plan. When siting urban/building positions, you still consider the military aspects of terrain, but avenues of approach become more important, and you place obstacles along routes you can't see.

In the urban environment, you need to place Observation Posts on the key terrain, which would be tall buildings that can see your location. Avoid the obvious water tower and church steeples though.

Observation Posts

An Observation Post, or OP, is very similar to a fighting position, except it is meant more to be hidden. It should certainly be defensible, but the object is not to fight from them if you can avoid it.

Its value is in allowing undetected observation of avenues of approach.

Site OPs on key terrain overlooking avenues of approach. These could be open areas, trails, roads, railroad track beds, or in an urban area utility line right-of-way, as they allow unrestricted movement.

Position the post in the best covered and concealed position available, preferably with some elevation. This position needs to be better camouflaged than a standard fighting position because it is designed to not be found at all.

The position should not be beyond 500 meters from your perimeter, so that your perimeter defenses can support the OP team as they withdraw if attacked. This also easily keeps them within radio range.

Radios will be the primary means of communication, but the OP should have its own designated channel to your control center. This prevents others from ‘chatting’ with your OP team and keeps the channel clear for emergency communications. Wire is also a great communications method from the OP, but it takes having the right equipment. You can find surplus field phones and wire now, but it’s an investment. Radio is easier.

Staff the OP with at least two people, and their shift should be 4 hours. If the shift is longer than 4 hours, send more people. One person can observe, while the other rests, and they should switch duties every 30 minutes, as effectiveness drops at 30 minutes.

Everyone manning an OP should take their full Belt Kit and Patrol/EDC Bag as described in TW-01, Baseline Training Manual, since they could end up stuck out in the OP for longer than planned.

You should have two covered and concealed routes between the OP and the perimeter. The first is for teams heading to the OP, and the second for teams returning from it. Teams should never deviate from these routes, especially not in an emergency, for safety reasons. For

the same reason, everyone manning a perimeter defense or security post should know these routes.

If the OP detects movement, they must immediately make a SPOT report to the control center using the SALT format:

SALT REPORT FORMAT
S Size of group spotted (number if possible) **A** Activity – be specific
L Location – grid, to include direction and bearing **T** Time – Time first and last observed

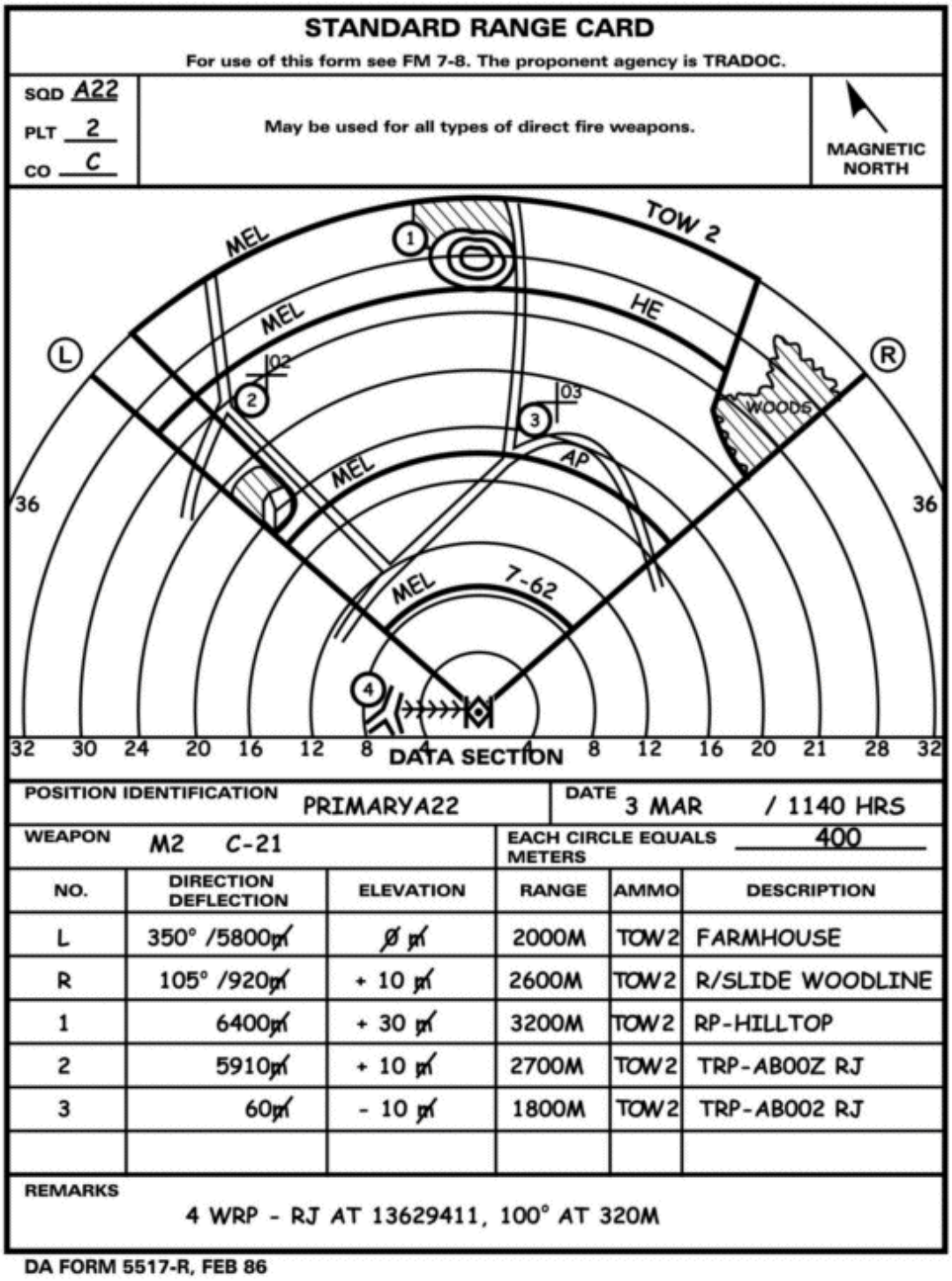
This same format should be used all your personnel for any observations.
After reporting, the OP should continue to observe, unless the target group is getting closer to the OP. The OP should withdraw before any approaching target is close enough to see the position.

Range Cards

Range cards are a tool to help anyone using a fighting position know the range and direction to anything they can see. Basically, it's a sketch of what can be seen from the position. Prominent features should be designated by a number and the range to those features measured (or estimated) and placed on the card.

A copy of all range cards should be kept at the control center. In this way, a post could report "movement by target 4 in my sector" and anyone overhearing the transmission wouldn't know specifically where the person was talking about.

They also help shooters estimate range to the target, so that they can adjust their sights or their aim.



STANDARD RANGE CARD

For use of this form see FM 7-8. The proponent agency is TRADOC.

SQD A22
PLT 2
CO C

May be used for all types of direct fire weapons.

MAGNETIC NORTH

POSITION IDENTIFICATION: PRIMARYA22 | DATE: 3 MAR / 1140 HRS

WEAPON: M2 C-21 | EACH CIRCLE EQUALS METERS: 400

NO.	DIRECTION DEFLECTION	ELEVATION	RANGE	AMMO	DESCRIPTION
L	350° /5800	Ø	2000M	TOW2	FARMHOUSE
R	105° /920	+ 10	2600M	TOW2	R/SLIDE WOODLINE
1	6400	+ 30	3200M	TOW2	RP-HILLTOP
2	5910	+ 10	2700M	TOW2	TRP-AB00Z RJ
3	60	- 10	1800M	TOW2	TRP-AB002 RJ

REMARKS: 4 WRP - RJ AT 13629411, 100° AT 320M

DA FORM 5517-R, FEB 86

Source: US Army FM 7-8

Training Standards

1. Demonstrate building an individual fighting position.
2. Demonstrate constructing waterproof overhead cover.

3. Demonstrate making a Skirmisher's Trench.
4. Describe the considerations for urban fighting positions.
5. List some methods for fortifying a building.
6. Explain the purpose of an Observation Post.
7. List the elements of a SALT Report. 8. Demonstrate creating a Range Card.

Tactical Wisdom
Defensive Operations
Chapter 3 Obstacles

They set a net for my steps;
my soul was bowed down.
They dug a pit in my way,
but they have fallen into it themselves.
Psalm 57:6

Obstacles are the key to your defensive perimeter. A well-known military maxim is that an obstacle is only obstacle if it is covered be armed personnel to overwatch it. Obstacles are not a replacement for manning your perimeter; they are a supplement.

An obstacle is anything meant to slow, channel, or deny access to personnel or vehicles. Obstacles may be natural, manmade or a combination of the two. Obstacles can be things left where they fell naturally, like rocks or downed trees, or things you moved into place.

Natural features like lakes, ponds, rivers, cliffs, and swamps can also be considered obstacles, if they deny access or channelize access to a particular location. These can be included in your plan the same as obstacles you create.
The first step is creating an obstacle plan.

Start by looking at your perimeter, whether it's a single house, a neighborhood, or a compound, from the standpoint of someone trying to get in undetected. This will identify areas which offer covered and concealed access to intruders; these areas need obstacles to deny

access and force the intruders into an area that you can better observe.

Your area study process from Volume 1 should have already identified most of these areas.
Let's discuss some common obstacle types and how can we use them in a community defense role.

Fencing

When we discuss fencing from a defensive standpoint, we are talking about wire, rather than wood fencing, for a couple of reasons. First and foremost, a wood privacy-type fence can't be seen through, so you lose the ability to observe beyond your perimeter. Second, split-rail type fences are too easily defeated, as we discussed in Volume 2 – Fieldcraft. Finally, wood fences are easily pushed over.

The first type of wire fencing are the types I classify as "climbable". These include chain link, chicken wire mesh, and welded wire. These types of fences must be well-anchored and fastened tightly to the posts, to prevent someone from going under easily.

These fences should be considered as delaying only, rather than as completely denying access. They should always be at least 6 feet high. To make them more secure, top them with 3 strands of barbed wire or razor tape, angled outward, to make it harder to cross over the top.

Tactical wire includes things like barbed wire and concertina wire/razor tape. These are highly effective, even at only 3 – 4 feet high. Barbed wire is typically in strands, and razor wire types are sold in coils of 50-foot lengths.

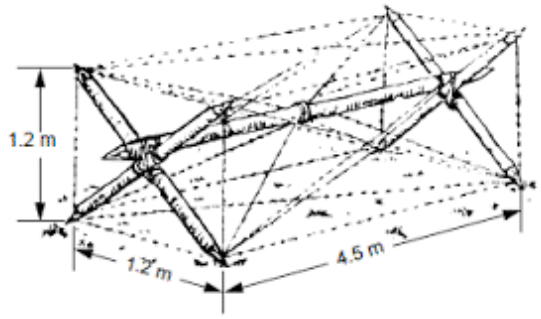
Because razor tape can be bought in 50-foot rolls, it's very versatile. In 2021, you can get 500 feet from home improvement stores for between $200-$300 dollars and it comes as 10 50-foot sections. If you buy fenceposts, you'll have versatile and moveable obstacles for many uses.

Barbed wire is typically strung 3-5 strands on posts and runs about 4 feet high. Don't make it any lower, or people can just step over it. Ensure that it's tightly mounted to the posts, so that someone can't just lift or push down strands to cross it.

With any type of wire fence, but especially barbed wire, hang tin or aluminum cans with pebbles in them at intervals along the fence. If someone tries to climb it or change the amount of tension (like by cutting it), the cans will rattle, alerting you.

Barbed wire can also be used to cover lower areas of dead space that you can see, and you are worried about people crawling through. Set up short stakes and hang barbed wire with the tin can alarms about 12-18 inches off the ground.

As shown below, you can lash logs together in a fence shape, and string barbed wire on it for a great obstacle, known as the "knife rest" (I don't know why it's called that, I don't make the rules). A moveable section of this can be used as a gate or a roadblock.



Source: USMC "Engineering in the Offense & Defense"

Concertina wire or razor tape is already an obstacle by virtue of how it's made. Simply stretch it out over the area you want to cover and stake it down.

You can make a moveable obstacle by staking one end solidly down and having loops on the other end that go over a stake. Lift the loop to open the gate and swing the obstacle out of the way.

A triple razor wire fence is a formidable obstacle, and it shows how easy it is to stack razor wire.

Source: US Marine Corps

Razor wire can also be secured to the outward facing side of chain link or wire mesh type fences, to discourage climbing attempts. It can be secured to the top as well.

Razor wire makes a great obstacle for Entry Control Points and Traffic Control Points/Roadblock because it's moveable and would entangle a vehicle and flatten its tires.

Razor wire is more versatile that barbed wire, but barbed wire is cheaper.

When working with wire, wear heavy-duty gloves and use pliers to tighten it, not just your hands. Secure them with actual wire, not just zip-ties. Keep boxes or other materials handy to transport the wire if it's in a temporary position.

Natural Obstacles

The use of natural obstacles should always be considered.

When planning home security, planting thorny bushes near your windows has long been a crime prevention strategy. You could do the same along your property lines.

In a WROL environment, you could transplant thorny bushes, or simply branches from them to assist you in building other types of

obstacles. Placing them along possible avenues of approach would limit the ability for someone to use those routes without making noise.

Downed trees, whether already down or dropped intentionally, have long been used as obstacles, as we will discuss below. To stop unauthorized use of roads and trails near your perimeter, simply drop a tree across it. Leave all the branches attached as they function as a hinderance to people trying to move the tree.

Water, in and of itself, is not an obstacle to serious attempts to violate your perimeter. It will discourage small groups and casual trespass. Posting signs forbidding landing and advising that the shoreline/riverbank is private property can help, but in a WROL situation, you should consider observing the area, and possible putting up wire or log obstacles at likely landing areas.

If you live in area with rivers, you can use bridges to your advantage. They are natural chokepoints that people must cross. You could either set up and man observation posts to watch them or emplace obstacles to completely cut off access from that route.

Bridges also make a great chokepoint for setting ambushes, which we will discuss in Volume 4.

As an example, the area around my planned bug out location has a bridge in each of two directions. One bridge is in the direction that we would go for trade, towards the nearest town. The other bridge is not. I could plan to complete block the unneeded bridge with downed trees, limiting my need to worry about an approach from that direction, while detailing rotating teams to observe the other one. Patrols would still need to check the blocked bridge, to ensure that it is still blocked.

Another great option that has been used for as long as men have gone to war, is to use bridges as a spot to emplace a checkpoint. No one can just go around a bridge. Use this to your advantage to control who is moving around your area of operations or to the give the impression that you do.

Swamps are not a complete bar to a determined person or group, but they cannot be traversed by vehicles, so you only have to worry about foot traffic. Walking in a swamp is tiring, loud, tedious, and makes people uncomfortable quickly. For this reason, it's a good natural barrier as long as it is watched.

Earthworks

Earthworks are defensive obstacles created using only dirt. Trenches, ditches, berms, moats, and ground fortifications are earthworks.

Having heavy equipment available makes earthworks much easier, but they can indeed be dug by hand. In addition to a personal "entrenching tool" type shovel that everyone should have, full sized shovels, spades, and picks/adzes will help in quickly building earthworks. People have been building them by hand for thousands of years.

The most basic of earthworks is the ditch. A ditch differs from a trench in its purpose. Defensively, a ditch is meant to slow attackers and stop vehicles, while a trench is meant to provide cover and concealment to defenders. A trench is much narrower than a ditch.

A ditch must be at least 3 feet across, to prevent people on foot from just jumping across. The walls should be straight on the friendly side, rather than sloped, to a cause a vehicle to partially fall into the ditch, and not be able to drive out the opposite side.

The best use for a ditch is lining the approach to your Entry Control Point. It will prevent vehicles from just driving around your ECP. If people on foot jump into the ditch, the defender at the gate can fire down the length of it and the attackers will have no cover. Your cover person will be able to also fire at anyone climbing out without endangering the other defender, because of the 90-degree angle you set up the overwatch position at.

You could possibly put sharpened stakes at the bottom of the ditch, but that could be dangerous to innocent people who are just afraid or

if they are caught between a hostile party and your position and are just seeking cover. A better option is to have them available, and only emplace them with the risk is very high.

Ditches covered with branches make a great mantrap. Viking bands made extensive use of these.

A moat is nothing more than a ditch filled with water, usually to conceal spikes or other traps at the bottom. One of the reasons they were used was because of the disease potential in the stagnant water as a deterrent, but that's the same reason I don't recommend using one long term. It will also breed mosquitoes. I only mention it in context of the other earthworks. It is something you COULD use, but it's only effective if there are spikes or broken glass embedded in the bottom.

The only time I could see using one is if the location is already at or below the local water table. Then a moat would channel the ground water already present. It would also prevent tunneling under the wire (another original purpose).

A berm is the opposite of a trench. The two are usually used together. Essentially, it's a shaped pile of dirt.

When digging an anti-vehicle ditch, pile the dirt from the hole on the roadside. Once it is there, shape is so that the pile is high and steep. Anyone climbing the berm will not be able to see that it's twice as deep on the other side, because of the ditch. If they slide down into the ditch, they can only get out on the side that you have covered by fire from your overwatch position.

A berm can slow or defeat even tracked vehicles. A tracked (or wheeled) vehicle climbing the berm will not be able to see the ditch until they are committed to coming down that side and will be stuck in the ditch.

As shown in the diagram, it can be sloped on the side of approach, but it must be reinforced and flat on the friendly side to keep anyone

from easily climbing out.

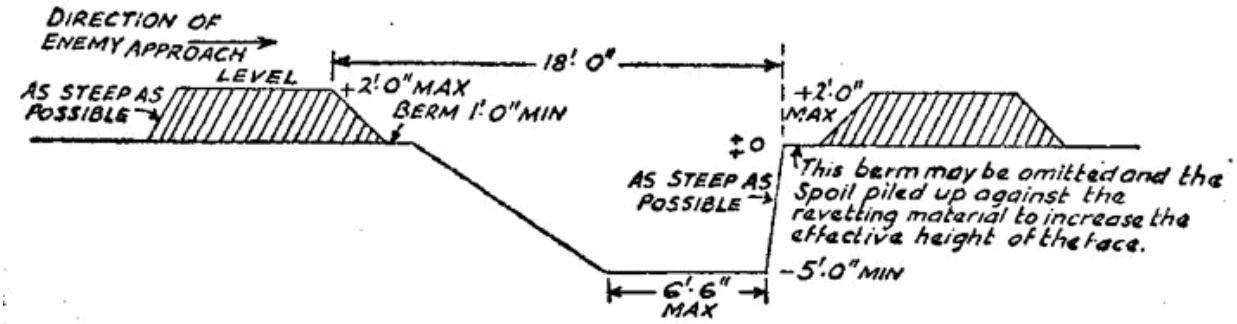

DIRECTION OF ENEMY APPROACH
LEVEL
AS STEEP AS POSSIBLE
18' 0"
+2' 0" MAX
BERM 1' 0" MIN
±0
AS STEEP AS POSSIBLE
+2' 0" MAX
This berm may be omitted and the Spoil piled up against the revetting material to increase the effective height of the face.
-5' 0" MIN
6' 6" MAX

FIG. 19.—Anti-tank ditch

Source: US Army FM 5-102, Counter-Mobility

In using a berm as a perimeter defense, make it very steep on side facing away from the perimeter, and make a “fire step” about 5 feet down on the friendly side, allowing defenders to fire over the berm.

A berm can also be used to close off a road to vehicle traffic if it is high enough. Again, earth moving equipment can help.

We discussed trenches and field fortifications in Fieldcraft (TW02), but we will quickly revisit it here. Once you’ve built individual fighting positions, dig a “communication trench” between the fighting positions. These are trenches just deep enough for someone to crawl along, allowing personnel and supplies to move between fighting positions without exposing themselves to fire or observation.

Once the communication trenches are finished, then go back and make them deeper. Make them deep enough that a person can walk or run and be protected. This then becomes a full trench.

After the communication trenches have been made into full trenches, you can then build sleeping areas and other comfort positions creating what are called field fortifications. You now have an earthworks fort.

Improving the network of defenses is non-stop work.

The Abatis

An abatis is defensive obstacle made from felled trees. There are many different types, and we are going to discuss just a few, and then we'll discuss my favorite: an abatis followed by a ditch, followed by a berm. This is a goal worth striving for.

The most basic type of abatis used to stop vehicle traffic on a road and to severely restrict foot traffic. It's made by dropping trees on alternating sides of the road into a V pattern, with the V pointing toward the oncoming traffic. Leave the branches on. If there is extra time, you can sharpen some branches into points.

The key to stopping large vehicles is interlocking the trees by dropping them on top of each other from alternating sides. In this way, if a large vehicle, like a bulldozer, where to try and push the trees out of the way, it would actually lock them tighter together. When protecting against people on foot, overwatch on both sides is needed to watch for people going around it. A ditch could keep that from happening.

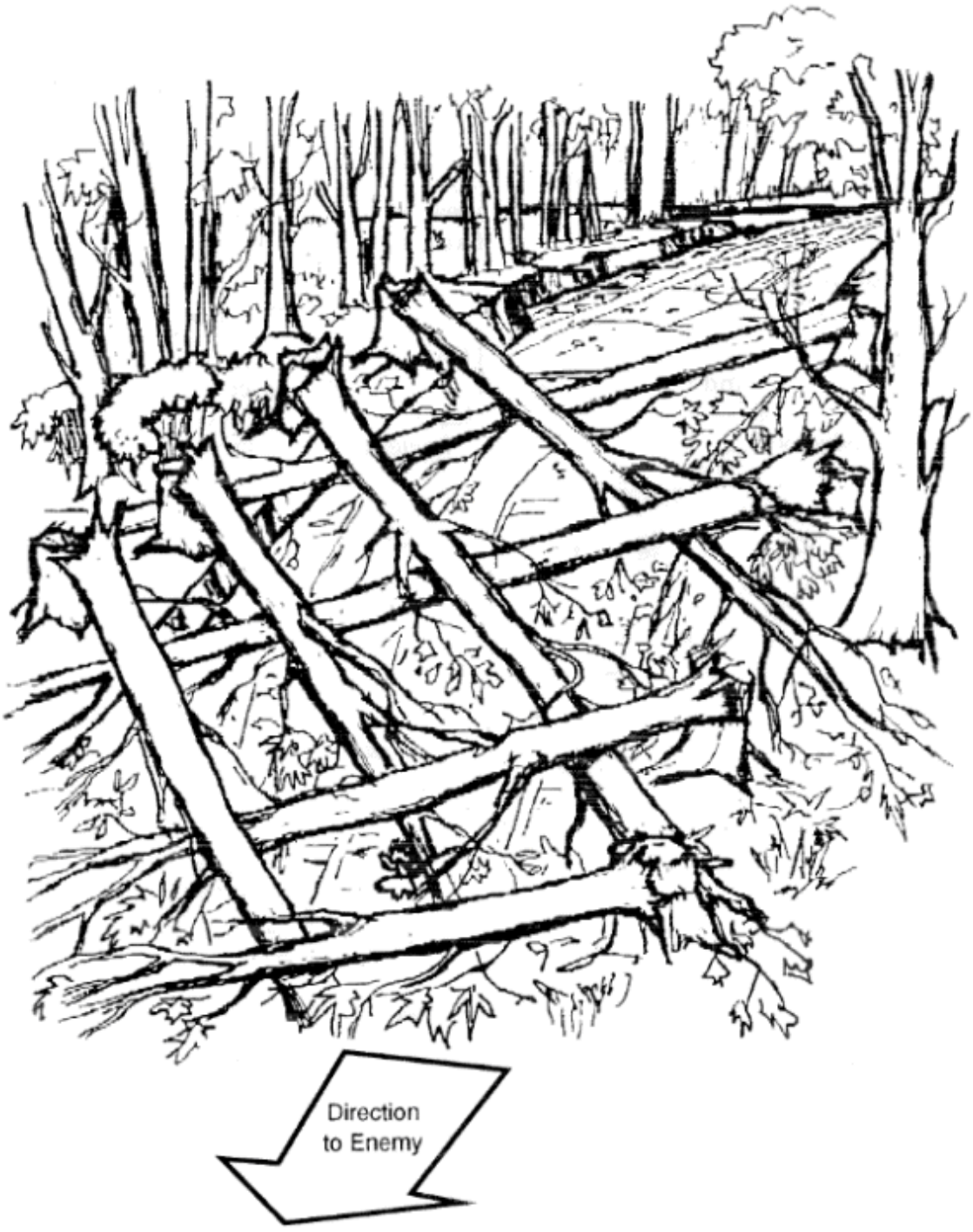


Figure A-2. Abatis.

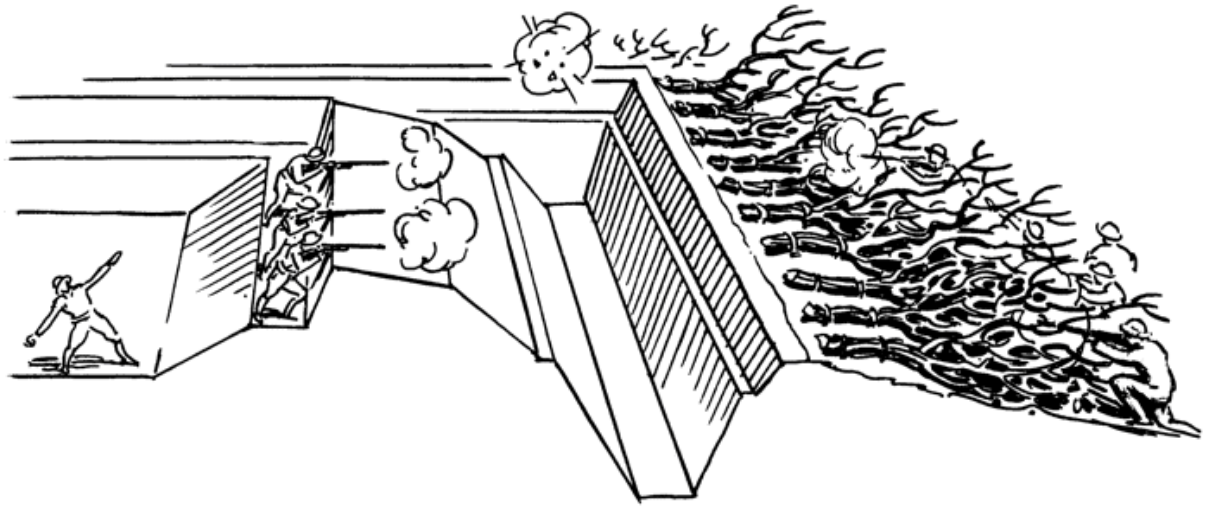
Source: US Army

Our second type of abatis involves putting sharpened logs imbedded in the berm from the bottom of a ditch and going up the outward facing direction.

It’s not meant so much as to cause damage as it is to slow down people on foot and prevent vehicles from rushing up the berm. It looks like spikes coming out of the ground.

The next type is the logjam or tanglefoot abatis. It’s exactly like it sounds, a random pile of downed trees and logs, designed to make it hard to cross an area on foot.
Have you ever tried to walk across an area that had just been logged heavily? Now, imagine trying that walk while under fire from a determined defense. Not an easy day, by any stretch.

The final abatis is the granddaddy of all abatis. The abatis, followed by a ditch and a berm, as shown below.



Source: Wikimedia Commons

The power of this defensive work comes from the fact that anyone attacking the defense can’t see the ditch, because of the trees. Defenders on the fire step appear to be firing at them from level ground, then once they clear the abatis, they will then need to drop down into the ditch and climb back up the berm, all while under fire.

Again, not an easy day.
All of these can be built by hand, given enough time. In a WROL situation, time will be abundant.

Log and Log Cribs

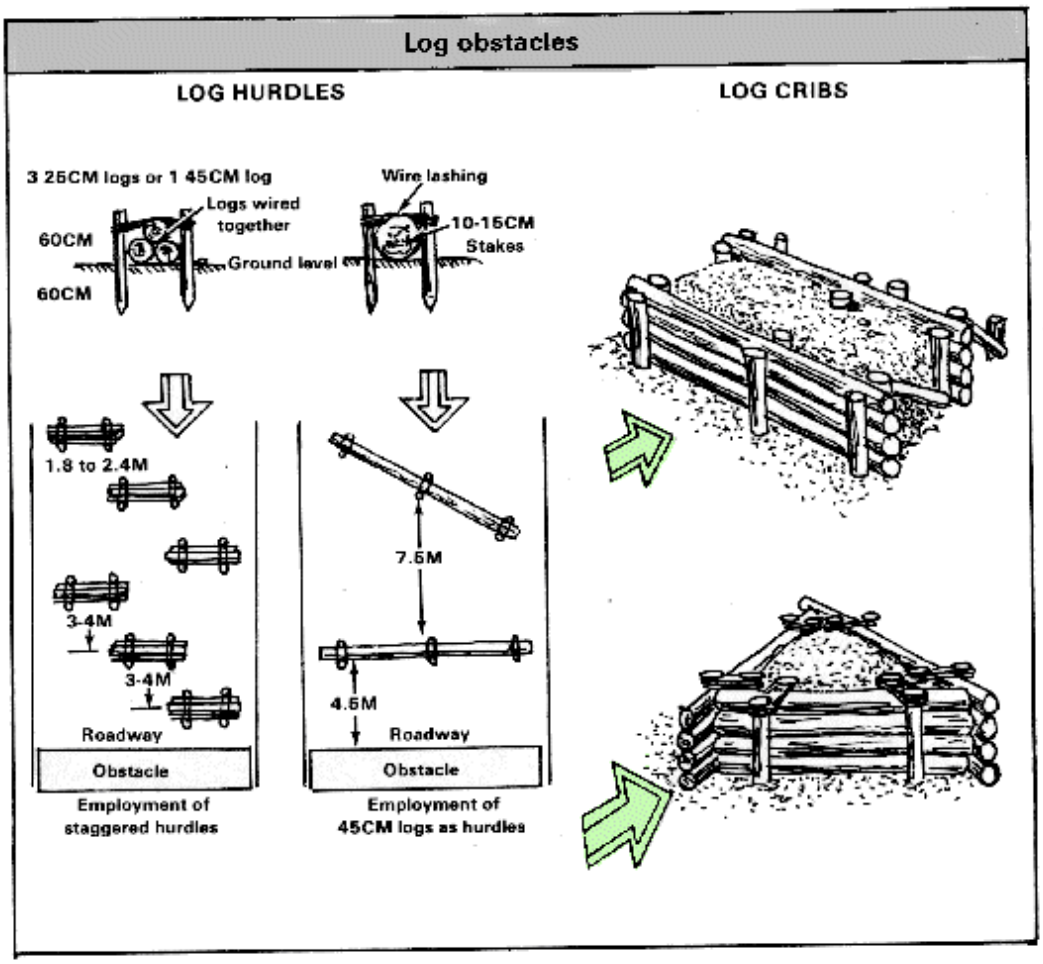
Simply stacking logs 2-3 logs high and securing them in place can create solid vehicle obstacles across roads or trails. It really is as simple as stacking logs. Understand, though, that those logs will offer cover and concealment to people dismounted and on foot.

The key to a simple log obstacle is in securing it in place. You can drive stakes in to secure them, or you can lash them to other trees. Lash the logs together as well, so that they must be moved together.

Make sure that you put the posts or stakes on the friendly side, forcing the vehicle to push the logs against the stakes. If you put them the other way, it’s easier to push them out of the way.

You could also make them stronger by driving stakes on both sides and lashing. The logical work progression though, is to do the friendly side first on all planned log obstacles, then go back and do the approach side for reinforcement.

Place the log obstacles in a row along a route, as shown below, for maximum effectiveness.



Source: US FM 5-102 Counter-Mobility

The other log obstacles in the picture above are called Log Cribs.

Essentially, build a framework of stacked logs, either two parallel rows, or a triangle. Fill the middle space with logs, rocks, and dirt, making it heavy and hard to move.

When placing a triangular log crib, place the point of the triangle in the direction of expected contact, so that the longer base acts as an anchor for the whole structure.

Logs can also be used to reinforce ditches, berms, and fighting positions.

Vehicles as Obstacles

In an urban environment, we might be tempted to use vehicles as obstacles.

Understand first that a vehicle is only an obstacle to other vehicles. They can restrict or stop vehicle access but can only slow people on foot.

Second, despite their size, vehicles do NOT offer cover. Never rely on a modern motor vehicle for protection from gunfire.

Also, we don't want to tie up any vehicles we might want to use as escape vehicles, by making them a barrier. Use only inoperable vehicles or found vehicles as obstacles.

Once you put a vehicle in place as an obstacle, put it in park, set the parking brake, and then deflate the tires. These steps prevent some from just rolling it out of the way.
Supplement vehicles with other obstacles, like wire, whenever you can.

Trip Wires and Alarms

A quick internet search will bring you all kinds of trip wire alerts, trip wires alarms, and portable security systems. A few ground rules will keep you pointed in the right direction.

Avoid anything that requires electricity. Every solution we devise should be low-tech and preferably no-tech.

Many places make and sell trip wire alarms that trigger a 209 primer, sounding like a gun shot. Several models can also be used with 15mm flares or 12-gauge blanks. Do your own research and a select a model that works best for you.

Trip wire alarms should be set in areas that are difficult for your guard posts to see, to provide early warning of approach.

A caution about trip wires alarms is that they shouldn't be placed in areas where they might be tripped accidentally. You don't want to scare your own people and you want to avoid the "boy who cried wolf" syndrome. Also, primers are ALREADY hard to come by, where will you get more after a WROL event happens?

Putting It All Together

We've discussed many obstacles that you can use, but don't limit your thinking. There is no reason why you can't wrap the log crib in barbed wire. You can fill the bottom of your ditch with razor tape coils. Do what you can to combine these. When planning, draw up an actual obstacle plan, so that you have a record of where everything is. At some point, you may decide to move things, or recover a trip wire alarm, or take down some wire. Keep this plan secure and away from anyone who doesn't need to know.

Training Standards

1. Describe the purpose of obstacles.
2. List at least 3 types of fencing.
3. Explain the difference between barbed wire and razor tape.
4. Describe how to emplace a coil of razor tape.
5. Give 2 examples of natural obstacles.
6. Describe at least two types of earthworks defenses.
7. Explain what an abatis is and how to build a simple abatis.
8. Demonstrate building a log obstacle.
9. Describe or demonstrate building a log crib.
10. Explain considerations for using vehicles as obstacles.
11. Discuss what to consider when installing trip wire type alarms.

Resource

1. Civil Defense Manual, Vol I and II

Author: Jack Lawson, www.civildefensemanual.com

Tactical Wisdom
Defensive Operations
Chapter 4 Interior Guard

Reinforce the guard,
station the watchmen,
prepare an ambush!

Jeremiah 51:12

As a United States Marine, I know a thing or two about guard duty, as all Marines do. US Marine Security Forces are used at all US Embassies and Consulates, and any sensitive US Naval Installation. US Marine Security Forces are the only armed forces allowed armed on the White House property daily.

In the Tactical Wisdom above, Jeremiah gives solid direction that we should establish an Interior Guard, and this chapter will explain what that is.

According to Marine Corps Order 5530.15, the Interior Guard is defined as:

The guard detailed by a Commander to preserve order, protect property, and enforce regulations within the jurisdiction of his/her command.

For our purposes, it's the security team on duty at any given time within your perimeter. It doesn't include any listening posts, observation posts outside the perimeter, or patrols operating outside your perimeter. It is solely concerned with security inside the perimeter.

In a WROL situation, especially an extended one like a full economic collapse or breakdown due to civil strife, security and guard duty will be a way of life and will occupy most of your time.

For that reason, everyone needs to understand it and how the interior guard works. Security is everyone's business, and all members of your group, regardless of specialty, will need to pull security duty.

To establish security around the entire perimeter, we first establish posts, to enable us to watch the entire perimeter, and this will give us an idea of how many people we need for one security shift.

Fixed Posts

A fixed post is one where a security member goes to and stays. These would include posts like the Entry Control Point, the control

center for your compound, any critical areas like supply stores, and security posts watching the perimeter.

Fixed posts along you perimeter should be elevated. Being elevated allows them to see farther. It also protects the post because it's harder to sneak up on an elevated position. Also, human beings, especially those focused on sneaking into somewhere, almost never look up.
When deciding where to put elevated posts, consider the ability to see along at least one entire side of the perimeter. You could place a post at a corner, where it sees two sides, but you should still have two people in it, one each tasked with watching a single side.

A group seeking to penetrate your perimeter may make a distraction on side while actually entering another.
This principle gives us a minimum of 4 people.

Another fixed point is your Entry Control Post, and it should be manned by at least 2 people even if the gate is closed for the night.

Once a WROL situation is in place, your compound should have a control center where communications, the armory, and leadership staff are located. This center should always have a security member present to defend it, even if the staff is all armed.

If you have set up a sally port (concealed entry and exit point from your perimeter for emergency use), it should have a security member assigned during emergencies.

Mobile Patrol Post

You should always have a mobile patrol of at least 2 people able to respond to any calls from a fixed post. This patrol should always be moving about inside the perimeter, to detect anyone who made it past the fixed posts.
While fixed posts can be one person, the mobile patrol should always be two. In this way, one person can cover while the other one approaches a threat.

A mobile patrol can also be used to relieve fixed posts for short issues, like bathroom & meal breaks, or for emplacing shift changes at the various posts.

The mobile patrol is the security Quick Reaction Force for within the perimeter. They should always vary their routes so that an intruder can't predict where the patrol will be at a particular time.

Resist the temptation to use the mobile patrol for any other task. The minute you have them move boxes or give a hand in the garden area is when someone will sneak in.

Admin Post

This is the security "Shift Leader". Shift Leader is a term we use in executive protection that applies great to WROL security. The Shift Leader should be at the control center but should not be tasked as the security person for the control center, as the Shift Leader may need to leave.

The Shift Leader is responsible for security during their shift. The SL responds to any incident with the Mobile Patrol and deploys the security team as needed. The SL also decides if a full alert needs to be called, bringing everyone to man perimeter positions.

The SL also keeps a log of what happens during their shift.

General Principles

The security team is in place for security. They are not runners; they are not a delivery service. Assign others to those roles.

If a security incident occurs, the security team is in charge, regardless of anyone else's roles. A primary requirement for the security force is that when on security duty, only the security Shift Leader or Security Chief (whatever title you decide on) can give them orders. This prevents conflicting orders during a crisis.

If a fire breaks out inside the perimeter, the security team is to notify the control center, and continue providing security, not fighting the fire. This goes for the Mobile Patrol as well.

As dangerous as a fire is in a situation in which the fire department isn't coming, an attack is even more dangerous, and a fire could be a distraction just before an attack. Have others designated to fight the fire, even if it's off-duty security personnel.

Establish a rule that everyone is to comply with security policies and cooperate with security staff. Yes, it's inconvenient, but an intruder killing you in the night is even more inconvenient. We're not creating an us/them situation here, remember, everyone is on the security team at some point.

Another general principle is that your fixed security posts are NOT your perimeter defense posts for fending off an attack, they are elevated platforms for early warning. During an attack, everyone else mans the defense posts and the security team operates as designated marksmen from the elevated platforms.

The USMC General Orders for Sentries

Every person who graduates US Marine Corps Basic Recruit Training has to memorize the 11 General Orders. They are the basic instructions for conducting security operations in any environment.

Here, we are going to list them and discuss them, not because you need to memorize them, but because they are a great reference for conducting security operations. We will list each of the General Orders as they are written, and then discuss how they apply to WROL security.

As they are already written for security operations while an armed force is in the field, they are already directly applicable to a WROL situation.

1. TO TAKE CHARGE OF THIS POST AND ALL GOVERNMENT PROPERTY IN VIEW.

Obviously, rather than government property, we will be watching all group-owned property in view.

To take charge means exactly that: A sentry physically dominates the area he controls by virtue of being the armed defender of that area. It's a serious responsibility and should be taken as such.

Within his post area, the sentry is in command.

2. TO WALK MY POST IN A MILITARY MANNER, KEEPING ALWAYS ON THE ALERT AND OBSERVING EVERYTHING THAT TAKES PLACE WITHIN SIGHT OR HEARING.

This one is straightforward. A sentry takes their role seriously and remains focused & vigilant. The safety of everyone depends on their bearing & attentiveness.

A sentry must observe everything that happens in their zone.

The sight of an alert sentry will discourage attacks and lawlessness in your immediate area. People intent on doing bad things will go and find an easier target.

3. TO REPORT ALL VIOLATIONS OF ORDERS I AM INSTRUCTED TO ENFORCE.

We're not worried about enforcing orders, but in our WROL situation, this General Order translates to mean that everything unusual should be immediately reported to the Shift Leader.

4. TO REPEAT ALL CALLS FROM POSTS MORE DISTANT FROM THE GUARDHOUSE THAN MY OWN.

In this one, this would apply to radio communications as well as voice. If another post is trying to reach the control center, but the control center isn't answering, any post that heard the call should try to "relay" to control center by calling the control center themselves and repeating any traffic.

If the control center doesn't answer anyone, the roving patrol should respond immediately to the control center to find out why.

5. TO QUIT MY POST ONLY WHEN PROPERLY RELIEVED.

A sentry cannot ever leave their post unattended, even for less than a minute. Someone may be watching, waiting for exactly that opportunity.

If a sentry needs a restroom break or to leave due to illness, they should call the Shift Leader. The Shift Leader will then either relieve them or send someone else to relieve them.

Never leave your post unattended.

6. TO RECEIVE, OBEY, AND PASS ON TO THE SENTRY WHO RELIEVES ME ALL ORDERS FROM THE COMMANDING OFFICER, OFFICER OF THE DAY, AND OFFICERS AND NONCOMMISSIONED OFFICERS OF THE GUARD ONLY.

While this one seems overtly military in nature, it's easily translated to WROL use.

Only the Shift Leader, the leader of the security section, or the leader of your group may give orders to the onduty security team. This prevents conflicting orders during a crisis and ensures that the on-duty security team remains focused on security tasks.

7. TO TALK TO NO ONE, EXCEPT IN THE LINE OF DUTY.

Human beings are social creatures. As such, when we hold conversations, we tend to focus on the conversation at the expense of everything else around us.

When on security duty, security staff should be focused only on security and conversations detract from that. Resist the temptations to engage others.

Resist the temptation to use the radio to talk to other security staff. The channel needs to be kept clear for emergency traffic, and you don't know who might be listening and gathering information.

8. TO GIVE THE ALARM IN CASE OF FIRE OR DISORDER.

The entire point of posting a guard is to have early warning of threats. Any threat, whether a hostile human threat or a safety threat like fire, must immediately be called in to the control center.

Notice that it only says, “give the alarm”. You may or may not be ordered to resolve the situation. Until you are, you must remain focused on watching your sector.

Remember, a fire or other emergency could be a distraction.

9. TO CALL THE CORPORAL OF THE GUARD IN ANY CASE NOT COVERED BY INSTRUCTIONS.

This one is quite simple: If you’re unclear about something, contact the Shift Leader or control center and they will give you instructions.

10. TO SALUTE ALL OFFICERS AND ALL COLORS AND STANDARDS NOT CASED.

This one is purely military and is just included for completeness. However, you could take it to mean render appropriate respect to leadership roles and our National Ensign (the US Flag).

11. TO BE ESPECIALLY WATCHFUL AT NIGHT AND, DURING THE TIME FOR CHALLENGING, TO CHALLENGE ALL PERSONS ON OR NEAR MY POST AND TO ALLOW NO ONE TO PASS WITHOUT PROPER AUTHORITY.

Here it is, the Grand-Daddy of all the General Orders.
Naturally, night is the most vulnerable time, so we should be especially watchful.

Challenging, described below, is a method of stopping personnel and attempting to positively identify them as friendly. If a challenge and password is used, the challenge is given in a low voice, so that it can’t be overheard.

Obviously, in a WROL situation, no one should be allowed to pass a security post without proper authorization or invitation.

Challenging

While we would know everyone in our own group, we may occasionally band together with another group for joint operations. Whenever we do this, we should establish a challenge and counter-sign system that changes daily.

A sentry offers the challenge word quietly to the person seeking to pass. The person seeking to pass the sentry should give the proper “counter-sign” word.

The challenge and countersign should never be related in any way, like using “Super” and “Bowl” or “Space” and “Ship”. The words should be completely unrelated like “Orange” and “Radio”.

Another good method is a mathematical challenge. Each day is assigned an odd number. The sentry gives a number smaller than the daily random number, and the person seeking to pass should give the number that must be added to reach the daily random number. Keep the number under 20.

Example: “13” is the daily number. The sentry might challenge with “7”. The person seeking to pass would have to answer with “6”.

The number system should only be odd numbers and should never coincide with the date (too easy to guess).

Running Password

Every group that leaves the perimeter must be given the daily running password. A running password is exactly what it sounds like: a password to be shouted if you are running towards the perimeter due to a threat and can’t stop for a challenge.

Each day, the control center will issue a running password to the sentries and to any groups leaving the perimeter for foraging, hunting, patrols, or gathering water. If they are being pursued and must flee,

once they get near the perimeter, they should shout the running password.

This alerts the security team that the person shouting is friendly and should not be shot, and that danger is coming close behind them.

Every attempt should be made to let these people inside the perimeter quickly, but if a hostile force is too close, they may have to take cover or fight just outside the perimeter, with the security team providing support from their elevated positions.

Conclusion

Interior Guard is serious business, and it will occupy most of your time during a WROL situation. Serious planning and design should go into establishing your Interior Guard.

As you can see, it's very manpower intensive and needs to be running 24 hours a day, 7 days a week.
The General Orders that the USMC uses are a great guide for running your security operation.
Training Standards
1. Explain the purpose of the Interior Guard.
2. List the types of posts and the most common uses of them.

3. List what areas your group or unit considers critical that might require their own dedicated fixed post.
4. Be able to explain at least 4 principles from the Marine Corps General Orders that apply to WROL security and explain how they apply.

5. Demonstrate how to use the challenge and countersign.
6. Describe a mathematical challenge. 7. Explain what a "running password" is and how it is used.

Tactical Wisdom
Defensive Operations

Chapter 5 Checkpoint Operations

But we prayed to our God. We also set a guard day and night because of them.
Nehemiah 4:9

When Nehemiah realized that he was surrounded by threats and groups opposed to him, he took prudent action, installing gates and manning them with guards.

In our environment, during a WROL situation, we will need a gate to allow people out and to let them return. We control that gate with what we call an “Entry Control Point”.

If we want to know what is happening beyond our perimeter, we may need to establish a ‘Traffic Control Point”, to restrict movement towards our location, or simply for information gathering. The TCP also gives the impression that you control the area.

Another, more aggressive operation we may need to undertake in a WROL situation is a roadblock to stop or turn a large group that is approaching our location.
This chapter will give you some options and considerations for running these types of operations.

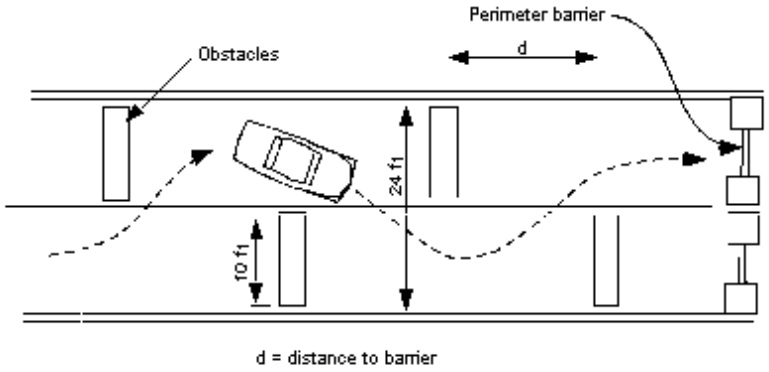
While we should always be doing our best to operate within a moral framework, don’t get hung up in the legality of running these operations, as we are discussing a “Without Rule of Law” situation. This doesn’t mean we take unrestricted action, but it does mean we can be a bit more aggressive in our approach, as we can justify our actions in the context of self-defense and community self-defense.

Entry Control Point/ECP

Whether you are defending a neighborhood, a compound, or a large farm, an Entry Control Point or ECP is your first step if you are doing a perimeter defense. You even need one if you are just protecting a single property. You must establish a single entry and exit point.

This is not just for security, to keep out bad actors, but also for accountability of your family or group members. Anyone leaving should only leave through the ECP, so that you know who is inside the perimeter at all times and that you have a list of who is outside, who they are with, where they are going, and when they'll be back. In a WROL situation, this is vital. Establish an SOP that everyone entering or leaving MUST check in and out with the ECP for positive accountability.

The ECP must first limit the ability of vehicles to ram through it, a lesson hard learned on the morning of October 23rd, 1983, when a truck bomb was driven through the ECP at Beirut International Airport, and then detonated, killing 220 Marines, 18 Sailors, and 3 Soldiers. For this reason, you must first limit the ability of vehicles entering your perimeter to accelerate rapidly. This is done by creating a chicane. A chicane is a series of barriers that partially block alternating sides of the roadway, forcing a vehicle to make several turns, keeping their speed low. A graphic depicting a chicane is below.



Source: US Army FM 3-19.30 Physical Security

Note that your gate is at the END of the chicane, not the front.

You can use any kind of local material for your chicane, it just must be something that isn't easily moved. You could use logs, large containers filled with rocks and sand (HESCO Barrier), concertina wire (if it's staked down), or just dirt berms. The sides of your entry drive need to have either high berms (dirt) or sharp ditches dug to

keep vehicles from just driving around the ECP. These ditches or berms can also provide cover in the event of an attack.

An ECP needs a bare minimum of two people to operate it. One person should be conducting security overwatch from a hidden position and the other person is controlling entry at the gate. If you have more, that's even better, but manpower will be limited.

In the US and Commonwealth forces, a 3–4-person military police team generally operates an ECP. Under that concept, 1-2 people man a fighting position overwatching the ECP, which is then operated by 1 team member and the remaining person is resting/sleeping/eating and duties are rotated. Your group could employ this philosophy and keep a single team running an ECP for a 24-hour period before switching teams.

The overwatch position should be at a 90-degree angle to the chicane and well hidden. This will enable the overwatch to engage a vehicle or foot-mobile people in the chicane should they become a threat. Flanking attacks are always best.

Your ECP needs flashlights for conducting vehicle and personnel searches, radio communications, defensive firearms, and whatever food and gear is needed to sustain the team the entire time that they are operating on the ECP post. They should be self-sufficient, right down to flashlight batteries. They should be prepared for any inclement weather.

Each member should bring their Patrol/EDC bag as discussed in the Baseline Training Manual (TW-01), because it should have rain and cold weather gear and enough food for 24-48 hours. Even someone only planning on an 8-hour shift could get stuck there for a couple of days without relief in the event of trouble.

For communications, the team needs radios with one channel for talking just to each other (a "Talk-Around Channel" or TAC) while operating the TCP, and another dedicated radio to communicate with your command post or operations center. It's not enough to just

switch channels, because in the heat of a confrontation, someone may forget to switch channels or switch back. Have an extra radio just for this.

The intra-team communications should be low-powered UHF, since long range isn't needed. This will prevent it from interfering with other communications as well as keeping anyone outside the facility from intercepting them unless they were very close.

A good extra tool to have on hand for vehicle searches is a telescoping mirror to look under vehicles, but it's not an absolute must, because we aren't really anticipating a lot of vehicle traffic post-WROL, as gas will be unavailable or severely limited.

Not anticipating vehicle traffic doesn't mean that we don't still build the chicane. A chicane will also slow down foot movement and break up a large group rushing your gate.

Another supply that the ECP needs is PAPER. The ECP needs to document who approached the gate and what happened every time. They need to make detailed notes with descriptions. Again, you don't know what information is important until days or weeks later. Documenting even people turned away could reveal a pattern of the same person returning, possibly to probe for a way in. Paper is an overlooked preparedness supply.

At the end of this chapter, we will discuss how to conduct personnel and vehicle searches, as they apply to all the checkpoint-type operations.

Every person approaching the gate should be required to be searched before approaching the gate. This is simple: A requirement to even request entry or aid requires consent to a search. If they don't consent, they may turn around and leave. Remember, they're asking you for help, they don't get to make demands.

NOTICE
ALL PERSONS SEEKING ENTRY MUST CONSENT TO A SEARCH

OF THEIR PERSON,
BELONGINGS, AND VEHICLES.

The important point to understand and make clear with your team is that while we are calling it an Entry Control Point, almost no one will be allowed to enter. In a WROL situation, anyone not in your group is a THREAT, no matter who or what they claim to be. If someone presents themself at the gate and it's that important, call someone from your leadership team to the ECP to talk to them. Meetings can be held at the gate without allowing outsiders inside to view your defenses or supplies.

Dangerous groups will present the most heart-tugging scenarios to try and gain access. We know this from first-hand accounts from various WROL situations like the Balkans, Argentina, and the Russo-Georgian War in 2008.

Imagine a man running up to your gate with his badly wounded wife, screaming for medical assistance and demanding to be let in for protection and medical care. You can defend them from whoever is pursuing them right where they are; that's why the chicane and overwatch are built the way they are. It's also much faster to have the medical team respond to the ECP than to wait for an escort team to take them to the medical team.

Train to resist the temptation to let people inside the gate. If you don't, bad actors will take advantage of your charity to infiltrate and gather information.

The gate/vehicle barrier could be a literal gate, or a movable section of any of the objects discussed in the Obstacles chapter. The only requirement is that they be secure enough to slow down anyone trying to force entry. We aren't necessarily going for an absolute barrier here; we are building a delay if we can't positively stop them. Another key aspect of ECP operations is that the gate stays CLOSED unless someone is actively entering or exiting.

The requirement also means that since your overwatch position is technically outside your perimeter and gate, you need a smaller,

hidden gate (called a sally port) along your perimeter to allow reinforcements to reach the overwatch's flanking position to stop an attack at the gate without opening the gate. This, conversely, would also allow the overwatch team to withdraw back inside the perimeter without opening the main gate. The route from the perimeter to the overwatch position should be concealed from the ECP approach chicane.

This will also allow you to conduct a change of the guard team without opening the gate and risking an attack while the gate is open.

Traffic Control Point/TCP

A Traffic Control Point or TCP will be used if you are doing more of an area defense, like a rural area comprised of a collection of properties and farms. You would also use a TCP for information gathering when needed or to monitor traffic in a certain area.

Essentially, a TCP is mobile or semi-mobile ECP that is set up normally for a short period of time or only when information dictates a need to man it.

For example, during your Area Study and Defensive planning, you identified several intersections in your area that could be used to divert potentially hostile or dangerous traffic (like refugees) away from your area, but you don't have the manpower to staff them continuously. You could have them plotted and do some reconnaissance to be ready to put them in place quickly if needed. You could even pre-stage and conceal equipment. For example, you could drop a few trees, and leave them hidden in the brush until you needed to establish a TCP.

You would put the TCP into operation if there was an increase in traffic in the area or if you received word of a threat moving along that avenue of approach.

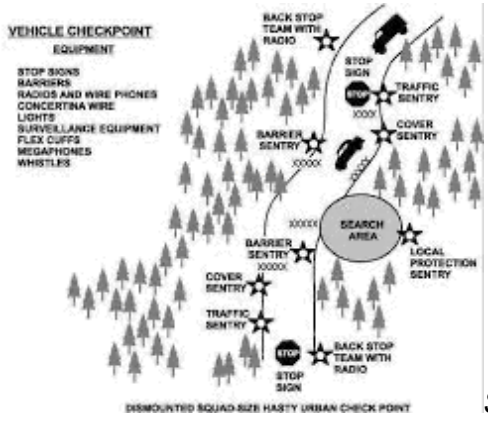
TCPs are most effective when operated either completely at random or in response to a particular threat. They should be sited where

those approaching can’t see it in advance until it can’t be avoided.

The set-up of a TCP is very similar to the ECP, except that it needs to facilitate traffic in both directions, so the vehicle barrier needs to be more easily moveable than the ECP gate.

TCPs are NOT a complete roadblock to completely stop access, they are a checkpoint to give the impression of control and security in the area. They are also used to gather information from people traveling in the area for better situational awareness.

The graphic below assumes an unlimited number of personnel. For our purposes, we need 6-10 people to staff a TCP effectively. US and Commonwealth Forces use one MP squad of three teams (9-12 personnel) to run a TCP for up to 48 hours.



Source: The Basic School handout, USMC

In a hidden fighting position, you would have 2-3 people at a 90 angle to the chicane, just like before as overwatch and security. There would be two people in the road, operating the checkpoint. One person would conduct the checkpoint and the other would be providing close-in security.

A bit down the road, you would emplace 2-3 people in a “backstop team” position. The backstop team is watching for people who try to evade your TCP. These people are obviously a concern, and you should document anyone or any vehicle who evades a TCP or ECP for future awareness. The backstop team would also be watching to prevent any group on foot from getting around the TCP.

Everyone at the TCP needs to have a UHF radio set to a TAC channel on low power to communicate with everyone working the TCP. The team would also need an additional radio at high power, and either VHF or HF (possibly CB) to communicate back to your operations center. A 25- or 50-watt vehicle radio could be used for this quite well.

I know, someone is thinking, “But there is no legal authority to do this”. You must remember that we are discussing a WROL situation and the legal framework has broken down. When that happens, we revert to common law and the basic premise that a local community has the right to community self-defense in the absence of a working government. Keeping a log of local security incidents like burglaries, attacks, assaults, and arsons will help you justify your actions if they are ever called into question. Start thinking about there being no law.

When running a TCP, vehicles or people on foot are stopped and advised that the local community is concerned about security and is taking steps to protect the area. After that groundwork is set, then ask them for their cooperation and determine the reason for their presence in the area, destination, and route. Ask them what they’ve seen along their travels and if they can share any information about any large groups, armed groups, fires, camps, or government/aid group activity they’ve seen. Have a paper map available and ask them to point out on the map where they observed things.

Consider having a supply of drinkable water on hand to share with people at the TCP; it will go a long way to build rapport. Don’t hand out food, no matter the story you hear, because word will travel that you have excess food and are just handing it out.

Remember that the TCP should be mostly voluntary unless a group is obviously hostile. The goal is defense and information gathering, not policing. We’re conducting local defense, not counter insurgency.

Understand that you are trying to prevent infiltration by bad actors & displaying that you control the area. Even if a recon team from a bad group lies to the TCP and gets through, they will tell the rest of their

hostile party that you are running checkpoints and look ready, so they will most likely go somewhere else and pick an easier target.

Document all information obtained for analysis back at your operations center.

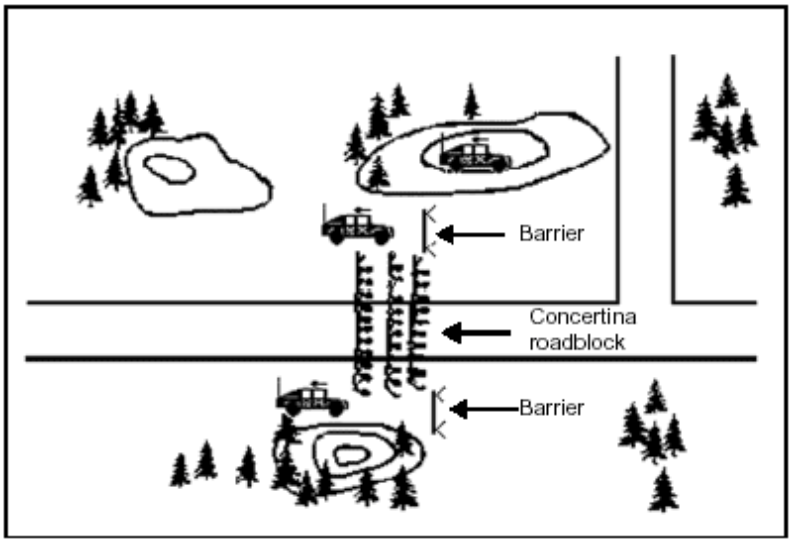
Former Military Police – Remember, we aren't running a full military TCP here, this is adapted to a local civilian defense measure.

Roadblock Operations
As the name implies, a Roadblock is the complete shutting down of a road into your area, usually done at an intersection.

For our purposes, you would most likely use the roadblock to turn a large group of refugees away from your area and send them down a different route.

You can use any of the ideas in the Obstacles chapter to establish the roadblock, or simply string concertina wire a couple of rows deep across the road and onto the shoulder. You can buy concertina wire online relatively cheap.

Obviously, you wouldn't have the armed vehicles that the graphic below shows (or maybe you do…don't ask/don't tell). This also takes 6-10 personnel to run effectively.



Source: FM 3-19.4 Military Police Leader's Handbook

Just like the TCP, you would put 1-2 people manning the roadblock and directing others down the other route. On each roadblock and directing others down the other route. On each degree angle to the blocked route, providing an overwatch crossfire on the area in front of the roadblock. These would each be manned by 2-3 people.

If possible, if you have the manpower, you should also place 2 people in the direction you expect the threat to approach from as a backstop team, to watch for people leaving the road and trying to sneak past the roadblock. Radio is vital here to cut these people off and return them to the road.

Let's be clear: anyone who attempts to sneak past your roadblock should be considered an unequivocal threat. We are again relying on the common law premise that a community has a right to local self-defense when there is no functioning government authority in the area.
Your team would use the same radio operating set-up as we discussed in the ECP and TCP sections.

When anyone approaches the roadblock, advise them that the area is closed, and that there is no help or food to be found in that direction. As cold as it sounds, give them directions to the next town along the alternate route. You aren't saying that the next town will help them, you're just telling them where it is. It will be up to that area to decide whether to help them or send them on their way.

These decisions seem cruel and harsh, but in a WROL situation, resources are finite, and you cannot help everyone at the expense of your own survival. As I pointed out in the Baseline Training Manual, Paul provided this guidance in the Ultimate Tactical Handbook:

For even when we were with you, we gave you this rule: "The one who is unwilling to work shall not eat."
2 Thessalonians 3:10
The guidance is that if someone is truly in need and your group needs some task performed, offer food in exchange for work.

If an unruly crowd forms, the roadblock should defend itself while calling for assistance. You will need to decide whether to reinforce the roadblock or withdraw it.

If a decision is made to withdraw it, your Quick Reaction Force will still need to respond to set up a fallback position before the roadblock team withdraws.
Once the QRF is set up, first the backstop team falls back, then the team manning the roadblock, and finally the overwatch positions one at a time.

By falling back this way, you will have the position manned and defended at least partially until most of your force has disengaged and gotten behind another position. The QRF will then be able to give the withdrawing team a few minutes to rest before they all fall back together.

Improvised Spike Strips/Stop Sticks

Stop sticks are a great tool, but if you don't happen to have a police vehicle with a trunk full of them handy, you can easily improvise your own. Coincidentally, these can also be tossed into a ditch or hidden under brush as an anti-personnel barrier if the situation warrants it.

Start with a piece of plywood about 6 inches wide and 3 feet long. Put a bunch of 2 or 3-inch nails through the board randomly.

A second method is to take a 3-foot section of garden hose and drive 3-inch nails through it in a triangular pattern. In this way, you can just toss the hose on the ground, and one point will always be facing up. You could camouflage this with debris as well.

You can place these on the ground in front of your gate at the ECP, at the final stop location of your TCP, or just in front of your roadblock.

You can also place them under brush in any dead ground around your perimeter to strongly discourage people sneaking up to your perimeter if the current threat warrants it. Just be sure to thoroughly

document its location, so that you can remove it when the threat passes, preventing any accidental injuries to your own team.

Personnel Search Techniques

As discussed earlier, anyone approaching the ECP should be searched. Anyone found inside your perimeter who shouldn't be there should also be searched.

It should go without saying that whenever possible, a searcher of the same sex as the person being searched should be used, but that's not always possible.

Advise anyone being searched at the ECP that we aren't police and that anything taken from them will be given back at the end of the conversation. Ask them first to show you their hands, palms out with the fingers spread. Next, ask them if they are carrying any weapons and where they are located, telling them that you will remove them.

We're going to discuss the least threatening, yet most secure method of physical personnel search. This method comes to us from the UN Civilian Police training program (despite the name, they are actually Military Police).

Place your sidearm away from the subject and sling any long gun. Use your opposite side hand to grab the elbow, with your thumb pointing down (your left hand to his right elbow, see below). Rest your elbow on his triceps. This way, you feel any violent motion.

Search from the back
Lateral approach in active guard position
Pay attention to the head
Control of the elbow to avoid any violent reaction
Do not ask him to raise his hands
Avoid to putting leg between the suspects
Keep your weapon away

Source: UN CivPol

"Searching Suspects" training handout

Immediately search the waistband from his back to the front, as it is the most common area for concealed items. Then, run your hand up the near side abdomen and chest area, searching to the neckline. Search the armpit area, then the back from the neckline to the waistline. Finish the upper body search by searching the arm.

While maintaining the same grip, bend down and search the near side leg from the hip to the foot on the outside, and then come back up on the inside. This is not a time to be shy, search the groin and buttocks areas as they are commonly used to hide items.

Once the first side has been completed, disengage, switch to the other side, and repeat.

Don't overlook the hair, especially in women.
Additionally, thoroughly search any bags that they are carrying, telling them that you are only looking for weapons. Make sure that you do this search where they can see you.

An option for bag searches is to have the subject dump their bag out on the ground in front of you. Have them then put the items back in,

holding each one up for you to see as they put it back in the bag. This way, you can't be accused of stealing their items.

Vehicle Search Techniques

Understand that in the WROL situation, there won't be a lot of vehicles out traveling the roads, especially the longer the situation goes on. There won't be lines of vehicles at the gate, waiting to get in.

Generally, excluding vehicles from entering your perimeter is the best policy. Only your group's vehicles should be allowed inside.

You may want to allow in some select vehicles, such a local farmer coming to provide supplies that you negotiated for. These vehicles must always be searched.

Step one is to have the driver shut the vehicle down. Everyone in the vehicle should remain inside at first, with their hands where they can be seen from outside.

Make a quick walk around the outside the vehicle, looking for protruding wires, attached items, fresh body work, or anything unusual.

Once you've completed the walk around, have the driver exit, leaving the door open. If there are other occupants, have them exit the vehicle, leaving their doors open. Have the driver open any doors that are still closed. Have occupants sit off to the side, watched by another team member.

Inspect the doors, looking for obviously removed panels, protruding wires, objects attached, or anything unusual. Knock on each door; they should sound hollow.

When you inspect the inside, don't sit on or touch any of the seats. Look under the seats, check in any storage areas, and check under the dashboard. Don't pull anything out, but rather have the driver come and explain.

After the interior has been checked, have the driver open the hood. Look for brand-new wiring, objects that don't belong, and any unusually clean areas (signifies work). Have the driver open or remove anything you are suspicious of.

Have the driver open the trunk and instruct him to remove the contents and tell you what each item is.
End by checking the wheel wells and looking under the car for anything out of place.

Training Standard

1. Describe a chicane.
2. Explain how to set up and run an ECP.
3. Explain the purpose of a TCP.
4. Explain how to set up and run a TCP.
5. Explain how to set up and run a roadblock. 6. Demonstrate conducting a standing personnel search. 7. Demonstrate conducting a vehicle search.

Tactical Wisdom
Defensive Operations
Chapter 6 Local Security Patrols

I set out during the night with a few others.
Nehemiah 2:12a

The story of Nehemiah, no matter your belief system, applies directly to our goals in a WROL situation. A disaster (a foreign invasion) had devastated Jerusalem and her people were scattered to the ends of the Earth. Nehemiah returned with the goal of rebuilding his society in Jerusalem. Does that sound like life in a WROL society?

When he arrived, he encountered refugees living in the ruins, and found that the city was surrounded by bandits, marauders, and evil doers. He needed to quickly assess and improve his local security situation. What was the very first thing he did?

He “set out during the night with a few others” to conduct a local security patrol to assess his security situation. The story is roughly 3,000 years old and is still solid Tactical Wisdom today.

In this chapter, we are going to discuss conducting local security patrols for the purpose of assessing risk to your location and remaining situationally aware.
You cannot just set up your secure location, and then stay inside your perimeter, hoping that nothing bad comes your way. That’s how surprise happens. Getting out and checking the avenues of approach and key terrain surrounding your location is vital.

Getting outside of your own perimeter also gives you a chance to talk to others and gather information and news. Anyone you encounter should be questioned about what they’ve seen and heard. In this chapter, we’ll discuss gathering information and how to assess it.

Once patrols are complete, patrol reports should be submitted and analyzed, along with all other information gathered to create a more accurate picture of events around your perimeter. You can then use that information to adjust your security plan.

It’s so important that we have to say it again: Security must become a way of life in a WROL society.

First, we need to delineate the difference between a security patrol and other combat patrols. Combat patrols include reconnaissance patrols, ambushes, raids, and other direct-contact objectives. A security patrol is meant to prevent someone from doing any of those things near your base or site. It’s generally considered as a “counter-reconnaissance” patrol designed to interdict anyone trying to observe your location.

We will discuss the combat patrols in Tactical Wisdom Volume 4, Scouting and Patrolling.

The Commonwealth Forces (British/Australian/Canadian) call security patrols “Ground Dominance Activity”, and that’s what our objective is

in local patrol. It's to establish that WE control the area around our perimeter. Having a robust and active security patrol program can deter hostile groups and force them to decide to look for an easier target, which makes us safer.

Our goals with security patrolling/ground dominance are:

1. Gain information from local sources.
2. Provide security and early warning of hostile approach.
3. Gather information about local conditions of roads, trails, and infrastructure like bridges.
4. Deny hostile parties the ability to approach or observe undetected.
5. Ensure that the area immediately outside the perimeter is clear of hostile parties or hazards.
6. To check our own obstacles and early warning devices to ensure that they have not been disabled or tampered with.

When planning patrols, it's important to vary days, times, and routes. Any patrol that is time or place predictable will either be avoided or attacked.

Any security patrol that you send out must have a specific purpose, we just don't send them out and say, "go patrol". Give your patrols a set of objectives. For example, for an urban patrol, the objective might be:

1. Check for signs of occupation at Thompson Towers, to prevent a hostile force from observing the perimeter.
2. Observe the retail area at First and Maple, to check on damage from most recent looting.
3. Check the wooded trail along the creek to our south for any signs of activity.

It's important that you just give the patrol leader two or three objectives and leave the rest of the planning to him. He should select his own route and make his own plan for how he will accomplish those objectives.

While moving, the patrol uses the movement techniques as described in TW-02, Fieldcraft. In that volume, we described the file and column formations, which are most commonly used by US local security patrols.

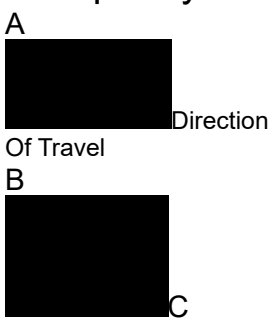
The Commonwealth Forces have adopted another formation for Ground Dominance Activity and Security Patrolling that we will cover here to add to our patrolling skills. We will cover many more patrolling skills and formations in TW-04, Scouting and Patrolling.

Satellite Patrolling is a method developed by the Commonwealth Forces to ensure that only the smallest possible element is engaged by a hostile force and that the rest of the patrol is able to provide support. The patrol is broken down into three smaller elements. For our purposes, we will use three buddy pairs of two people each.

Rather than following one another in the file formation, the three groups spread out into a triangle formation, with each “satellite” team at one point. You could have one team in front, or two teams. These teams all operate around the center of the formation.

This allows the teams to cover more ground, and to provide support and overwatch to each other. If one team stops to meet one of the patrol objectives, the other two halt and assume overwatch positions, protecting the other element.

This method is very secure, and if one team is attacked, the other two can quickly fan out to attack the flanks of the attackers.



Satellite Patrol Formation While the graphic shows one team forward, you could shift the triangle to have two up and one back.

Marine veterans might say this is just a squad wedge; it is indeed similar, but the three teams can rotate between a wedge, a vee, or even a sideways triangle with two teams on one side and one team on the other, as long as the triangle shape is maintained in relation to the center.

If you also have an HQ element, they will be in the center, and the other three teams can adjust themselves anywhere on the triangle, as long as they remain oriented on the HQ group, hence “satellite”.

Patrol Organization

As we mentioned before, the patrol should be small, and organized into two-person buddy teams. A larger patrol could be organized into three four-person fire teams as we discussed in TW-02.

In addition to the general organization, there are a few specific roles we need for a local security patrol. These roles will help make sure that the patrol meets its objectives, documents the patrol, and gathers all available information from anyone they contact.

The patrol leader is the first role. We need someone in charge of the patrol and who is responsible for making decisions and getting the objectives met.

There needs to be a designated radio operator who has the dedicated “patrol to base radio”. While we’re on the topic, let’s discuss patrol comms. There needs to be a dedicated channel between the patrol and the control center. No one else should be on this channel. For local security patrolling, VHF should be sufficient. For longer range patrols, HF (including CB) might be needed. You also need intra-team communications, so every team member needs a radio with at least an earpiece. This channel can be low-power UHF, because it shouldn’t need to exceed 500 meters of range. The

radio operator is responsible for making sure everyone is on the same channel.

Someone in the patrol needs to be designated as the navigator. This person should be the most skilled at land navigation. They keep the patrol heading in the right direction between waypoints.

A point person, who could also double as the navigator, should be your most observant and stealthy person. Their role is to move just ahead of the patrol and prevent the patrol from being surprised or walking into an ambush.

The person appointed as rear security should also be observant, especially as the patrol begins to head to back to friendly lines. You don't want to lead a hostile force to your patrol entry/exit point (sally port).
Every patrol should have a designated recorder, who is documenting the patrol and any information gathered. It should NOT be the leader, as the leader has plenty of other things to do. This person should be very detail oriented.

Patrol Planning

When planning a patrol, as was mentioned earlier, the patrol leader should be given a list of objectives, and he should develop his own route. Once he has developed that route, he should provide a copy to the control center or Tactical Operations Center, whatever name you decide on for your super-secret ninja command post (SS-NCP isn't a bad name, either).

Along that route, various points should be given names or letters as checkpoints. In this way, the patrol can check-in via radio at those points and the control center will know where they are.

On a related note, every prominent feature in your area should be given a target designation, so that if you needed to shift a patrol from its plan to check out something, you could use the target designation over the radio. In this way, anyone who intercepts your radio traffic

won’t know where you mean by “check Bravo Seven”, which is far better than saying “go look at the red barn on the hill”. Communications security is important.

Reporting Information

Any time a patrol observes significant information, they should first compile and then submit a SPOTREP (spot report) using the SALUTE format. SALUTE is an acronym to help you gather and report any observations that you have.
S Size of any group (team/squad/platoon, or a count) A Activity – What they were doing when you saw them L Location – Be very specific or give a grid
U Unit/Uniform – Describe patches, units, agencies, clothes T Time - Date/Time Group of the observation
E Equipment – Any weapons or gear/vehicles

This format can be used by everyone in your group, not just by patrols. Everyone should know how to format their observations this way.

Urban Patrols

If your facility is in an urban area, patrolling will require a few more skills and a bit more planning. Navigation also becomes more important.

When planning urban patrols, remember that there are walls, fences, and other obstructions not generally present in a rural environment. Plan to avoid these.

“Hard Targeting” is an urban patrolling concept developed by the British Army during the Troubles in Northern Ireland. They found that their patrols were most vulnerable when leaving the base, because the IRA was always watching.

They developed the tactic of rather than just walking out of the base normally, they rushed out and immediately took up firing positions.

They made themselves a “hard target”, rather than feeling secure closest to their base.

They then developed the tactic further to alternating throughout their patrols between a slow, walking pace and a double-time pace, quickly taking up firing positions. This made it hard for the IRA to ambush them and frequently tricked IRA ambushers into fleeing, because they thought they had been detected.

While hard targeting can be used in any patrol, it’s particularly useful in urban patrolling, when you can assume that you are under observation all the time.

That brings us to our next urban patrolling principle, always assume you are under hostile observation. In a WROL situation, any humans moving means a potential source of food or supplies to others. Rear security and counter-tracking becomes essential. Watch to be sure you aren’t being followed and occasionally stop, watching for followers.

There are few additional roles for urban patrols:

1. Car Man: One person designated to look for known problem vehicles, based on your prior observations.
2. Spotter: Person designated to watch for known bad actors, again based on your prior analysis and observations.
3. Talker: This is a person with good inter-personal skills. Their job is to conduct tactical questioning (see later in the chapter) of people the patrol encounters.

A few law enforcement skills can also help us in urban patrolling.

The first is the contact/cover principle. Whenever your talker is talking with a person or group you’ve encountered, one other member of the patrol is assigned as a cover officer for the talker. They are responsible for protecting the talker.
Next, the ability to quickly obtain a description for later reporting is vital. When observing a human, start at the head, and quickly scan

the person noting everything about their appearance and clothing. Starting in the same place every time (the head) will give you a more thorough description than just randomly picking a spot.

Lastly, describing vehicles is a great skill for everyone in your group to have. Law enforcement and security agencies use the acronym CYMBALS to describe vehicles. Remember, acronyms make us sound cool and like we know what we're talking about.

C Color
Y Year
M Make/model
B Body style (SUV, 2 door/4 door, pick up) A Accessories
L License number
S State of license plate

Tactical Questioning

This skill applies to all patrols, but urban patrols will use the skill most often. It's a function of there being more people in an urban area. Your gate and checkpoint personnel can all use this skill as well.

The first question to ask anyone you contact should be "Are we in immediate danger right now?". The person may have just seen another group a block away, and this question may remind them to tell you.

After that, begin by asking the person about themselves. Ask who they are, check on their welfare ("Are you alright/Are you hurt"). Everyone's favorite topic is themselves and this gets the person talking. Particularly in a WROL situation, the person will have plenty of stories they'd like to tell. Let them talk, there may be valuable information they don't know they have.

Guide the conversation to what you need by asking the person how they got to where they are now. Have them describe their route in detail. Here is where you gather what they've seen along the way. Listen for any other groups they encountered, any problems or

looting/assaults they saw, any refugee movement, road blockages and infrastructure damage, or relief activity. Try to get them to give you specific locations.

Next, get them to describe the last week to you, and so on, extending out the timeline as long as they are willing to talk.

Once you've gotten all their personal observations from them, next ask them what they've heard. Yes, rumors are unconfirmed, but the more often you hear a particular rumor, the more relevant it may become.

After tactical questioning, find out how willing they are, if they are locals, to meet again in a week or so to share information. If they appear to have information of value, your group may want to consider "paying" for ongoing information that can be confirmed with food or supplies. You need a robust and ongoing information gathering network.

Arrange a neutral location to meet again. DO NOT invite them to your location. In fact, during the exchange, be as vague as possible about where you are from. The person could well be a plant from a hostile group, hoping to find a source of supplies. Ensure that the information flow is two-way, to show sincerity, but only give away harmless, neutral information like infrastructure status ("the 14th Street bridge is damaged") or nonsecure observations ("we saw a large group of refugees on Highway 50 two days ago traveling west").

Attempt to document their identifying information as well, like name, date of birth, where they're from, etc. Document a full description, including any bags or vehicles, etc.
There is a way to assess information from human sources that is used by NATO. It's a helpful guide for WROL intelligence analysis.

For assessing sources, like the person we are questioning, we use the Reliability Scale and assign a letter.

A	**Reliable**	**No doubt** of authenticity, trustworthiness, or competency; has a history of complete reliability
B	**Usually Reliable**	**Minor doubt** about authenticity, trustworthiness, or competency; has a history of valid information most of the time
C	**Fairly Reliable**	**Doubt** of authenticity, trustworthiness, or competency but has provided valid information in the past
D	**Not Usually Reliable**	**Significant doubt** about authenticity, trustworthiness, or competency but has provided valid information in the past
E	**Unreliable**	**Lacking** in authenticity, trustworthiness, and competency; history of invalid information
F	**Cannot Be Judged**	**No basis** exists for evaluating the reliability of the source

Source: NATO

In the example of meeting someone for the first time, we would obviously assess an F, but over time, they may move up the scale. Only after a history of repeated contact can we accurately assess reliability.

For information, we rate the information and assign a number from the Credibility Scale.

1	**Confirmed**	**Confirmed** by other independent sources; **logical** in itself; **Consistent** with other information on the subject
2	**Probably True**	Not confirmed; **logical** in itself; **consistent** with other information on the subject
3	**Possibly True**	Not confirmed; **reasonably logical** in itself; **agrees with some** other information on the subject
4	**Doubtfully True**	Not confirmed; possible but **not logical**; **no other information** on the subject
5	**Improbable**	Not confirmed; **not logical** in itself; **contradicted** by other information on the subject
6	**Cannot Be Judged**	**No basis** exists for evaluating the validity of the information

Source: NATO

Things can fall anywhere on the Credibility Scale because someone you just met may mention an item you've already confirmed. This may help you decide on whether a person should be moved farther up the Reliability Scale, if all their information is confirmed.

Using the two scales, each piece of information from any source is given an alphanumeric rating, like A1 or D3.
Once the information is gathered, once the patrol returns to base and the information is compared with other information the rating may change. You may also decide that based on "possibly" or "probably" true information, a patrol should be sent to attempt to verify the information. Information should drive your patrol operations.

Be open minded in gathering information. All information has value, and that value may not be apparent util weeks or months later.

Patrol Immediate Action Drills

These are immediate reactions that a patrol should take to incidents that occur on patrol. We are only going to discuss a few here, because they are the only ones that apply to a local security patrol.

In TW-04, Scouting and Patrolling, we will get into some more advanced immediate actions

1. React to Contact

The first person to detect the contact, shouts "CONTACT" and gives the 3 D's – Description/Direction/Distance. For example: "Contact 4 on foot, 3 o'clock, 25 meters". This gives everyone a quick read on what is happening. You could shorten to "CONTACT" and a direction, like CONTACT LEFT, but the additional information is helpful.

Everyone in the patrol comes on-line and engages the contact, while the leader decides on a course of action. For local security patrols, this will either be to hold in place and await a Quick Reaction Force (QRF) from inside the perimeter, or to break contact and return to the perimeter.

If the decision is to break contact, the team leader gives a direction and a distance. The groups then fall back by fire and movement, within their buddy pairs. One person stays and engages, while the other moves. That one stops, then the other one moves.

Casualties may have to wait until a larger team can come out to retrieve them. Casualties are expected to self-treat and provide their own security until someone can get to them.

2. React to Sniper Attack

This applies most in an urban environment.

Upon hearing the first shot, everyone seeks the best covered and concealed spot available and attempts to positively identify where the shots are coming from. Anyone who identifies the firing point should call it out to everyone and engage the sniper.

The rest of the team maneuvers at the leader's direction to isolate the sniper from support and to prevent their escape.

The radio operator calls in the contact to the control center.
If a positive location is identified, a QRF may respond to assist in addressing the sniper.

If the gunfire stops and no positive location is identified, the patrol continues on its way.

This differs from a lot of military training, because we are NOT a law enforcement agency or an occupying power. Our goal is SURVIVAL, not restoring order. We don't have the resources to protect everyone and hunt the sniper.

If the problem becomes recurring, we may need to mount operations to deal with the sniper, but those skills will be in TW-04, Scouting and Patrolling.

3. Go Firm

After any type of contact, a patrol leader should call a "go firm" posture at the first defensible location the patrol gets to. The team forms a small perimeter and adopts the short halt posture (see TW-02) by dropping to a knee, facing outboard behind the best cover or concealment available.

The team leader then quickly checks on his team by calling for an 'ACE' report. This means Ammunition, Casualties, and Equipment. Anyone who needs ammunition, needs treatment, or lost a piece of key gear calls it out to the team leader. The wounded are quickly treated, and ammunition redistributed. The leader sends a contact report via radio. He decides on the next course of action and then moves the team out after updating them on the plan.

Patrol Gear

When going on patrol, everyone needs a certain amount of gear, regardless of the patrol length. You might only plan on being outside

the perimeter for 4 hours and end up on the move for 2 days.

During the Battle of Mogadishu, Task Force Ranger thought that they would return from the raid within the hour. On the second day, supplies of food and water were running very thin, and ammunition had to be air-dropped to them repeatedly.

Every person should be wearing a full belt kit and be carrying a full Patrol/EDC Bag, as described in TW-01, Baseline Training Manual. Some of the key items to check for are:

• Water: At least 2 canteens or 1 Camelbak (2-3L)
• Food: At least enough food for 24 hours
• Poncho/Wet Weather gear
• Compass
• Radio and at least one spare battery
• Observation gear (at least binoculars)
• Change of socks/underwear (in case you get wet)
• Weapons cleaning kit
• Hygiene kit
• Fixed blade knife (preferably a bayonet)
• Notebook and writing gear
• Individual First Aid Kit

These are the bare minimum items, in addition to each person having a personal firearm and sidearm, with sufficient ammunition.
You will notice that a GPS unit is not on a list. That’s because you need to train yourself to operate in a GPS-denied environment. In any WROL situation, GPS will at least be degraded, if not completely off the table. Plan to not have it.

Training Standards
1. List at least 3 goals of Security Patrolling.
2. Describe the Satellite Patrolling formation.
3. Explain SALUTE from memory.
4. Describe what “Hard Targeting” is.
5. Explain how to describe a person.
6. Explain CYMBALS from memory.

7. Recite the first question in Tactical Questioning.
8. Demonstrate the React to Contact Drill.
9. Demonstrate the React to a Sniper Drill.
10. Explain “Go Firm”. 11. List the gear needed by each member of a patrol.

Tactical Wisdom
Defensive Operations
Chapter 7 Organizing for Defense

Like a muddied spring or a polluted fountain is a righteous man who gives way before the wicked.
Proverbs 25:26

If we are to defend our location, whether it is a house, a neighborhood, or a farm/cabin, we must organize our group and our site for defense. There are steps we can take and procedures we can put into place to ensure that we are indeed organized for defense.

In the previous volumes, we discussed organizing your team, and here will discuss using that organization to mount a defense. We will also discuss how best to organize your supplies for protection.

One of the traps will fall into in preparedness is that we love to stockpile. We stockpile food, ammunition, firearms, camping gear, and literally anything else that you can think of. We love to look at our “food storage room” or our “ammo locker” and feel like we’ve accomplished something.
Well, we have. We have accomplished the job of making the bad guys’ job easier, by conveniently storing everything they want in one location. In this chapter, we’ll discuss some more secure methods of storing our supplies.

Tactical Operations Center

Even if you’re defending a single building, you’ll need to establish one area as your control center. Military forces call this a Tactical

Operations Center (TOC) or Combat Information Center (CIC) aboard ship. Whatever you and your team decide to call it, you need a place where you can monitor what is happening, build situational awareness, and track what is going on around you.

Whether you designate a single building in a complex or a room in a building, there are certain aspects that need to be considered and certain things that must be located there. There are also things that should NEVER be located there.

The first consideration is that it must be defensible. You must be able to defend the TOC if someone does manage to get inside your perimeter. This is why it is assigned it a security post. In addition to the assigned security person, everyone working in the TOC must be armed at least with a sidearm. There will be sensitive information there that needs protection.

The location must be centrally located within your facility or building. This enables messengers to get to and from it quickly in an emergency. If radios are jammed or otherwise down, messengers will be a fall back means of communication.

Your communication section should be based in the TOC. Someone should be monitoring your radio frequencies and running some type of radio scanning around the clock. In a WROL, hearing unidentified radio traffic will most often be your first indicator of trouble.

Using a police scanner or a radio to scan all FRS (Family Radio Service), GMRS (General Mobile Radio Service), and MURS (Multi-Use Radio Service) frequencies will give you early warning of others in the area using radios near you. That will usually be a sign of trouble.

The communication section should also be running the Channel 3 Project for your group. The Channel 3 Project is an idea from the American Redoubt Radio Operator’s Network to give preparedness groups a way to find and offer assistance on a national scale. The Project calls for monitoring FRS Channel 3, MURS Channel 3, CB

Channel 3, and amateur frequency 146.420 every hour, from 3 minutes before the hour to 3 minutes after the hour.

In this way, anyone seeking local information or assistance, can call at that time and find like-minded people willing to help, or at least provide information on local conditions. It's a great first step for a traveling group to learn about the situation in a new area or to find shelter in an emergency. It may also be a lifesaver for a group that is trying to evade a threat pursuing them.

When working the Channel 3 Project, never go immediately to giving out your grid location for someone you just made contact with over the radio. If it does appear to be a group needing help, give a location near your facility for them to meet and send a Quick Reaction Force or security patrol to meet them and make a full assessment.
Life in a WROL environment, especially a long-term one, will be too risky to take situations at face value. The Channel 3 Project has been public for a long time and bad actors may try to take advantage of your willingness to help. Vet anyone in a face-toface meeting without revealing your true location or capabilities.

The communications section is a great post for older members of your group, or less fit members. They can still contribute to the defense by manning a radio.

In addition to the communications section, the security team should be led from the TOC, and someone from your overall leadership team should also always be present in the TOC. Other sections can come and go as needed, but these three groups must always be present.

One group that should never be located there is the medical team, for a couple of reasons. Both the medical team and leadership team, during a crisis, need to work uninterrupted, and being colocated will be distracting for both.

Also, having any wounded brough to the TOC during a crisis can lead to allowing the number or severity of casualties to impact decision making during the defense.

Some type of a situation map should be maintained in the TOC. This is a map of the local area, on a large scale, that allows you to track all your elements and track information about potentially hostile elements or other information that you have received. Having the information displayed on a map contributes to better understanding the local situation.

The TOC should always maintain an accountability list. This is a listing of who is where for anyone outside the perimeter. It will help ensure that if a particular group is overdue, you can send a patrol or a QRF to find them and make sure they're OK.

An intelligence report binder needs to be located here as well. This will be a compilation of all the information gathered by your patrols, radio monitoring, the Entry Control Point, and any other sources. The reports should be filed chronologically, and someone in your group should be designated as the Intelligence Chief who should be reviewing all the reports regularly, looking for trends and useable information to build awareness.

The TOC is the brains of your defensive network. It needs to always be running, be properly staffed, be properly protected, and be properly equipped. Less fit or less combat-trained staff can fill operations and TOC roles.

Having extra lighting and either batteries or generator power will be helpful. Having a supply of paper, which I always say is an overlooked preparedness item, is also vital.

Quick Reaction Force

Your Quick Reaction Force (QRF) is a team that is sent out in response to particular issues, on a short-notice basis. Think of it as your "SWAT" team.

The QRF isn't necessarily a full-time team, personnel can rotate onto and off of QRF duty, but there always needs to be a designated QRF team on duty, 24 hours a day.

The team should be at least 4 people. Defensive operations are very manpower intensive.
Whenever a particular team is the dedicated QRF, they must not be assigned any other duties. This doesn't mean that you need to keep 4 people around and idle. A team can be the QRF and be asleep, if they can be reached and readied quickly, and they have a certain amount of gear within arm's reach. This way, a group that was on patrol earlier, could rest or resupply while on QRF duty. The same with those coming off security duty. The role is to respond to attacks on the perimeter, security events, patrols in need of additional manpower, or any other emergency event requiring additional manpower.

People should be selected for QRF postings based on skills. It is not a job that everyone is suited for. Your best skilled and most fit people need to be on the QRF.

Every QRF member needs to keep their full belt kit, Patrol/EDC bag, and their defensive firearms within arm's reach during their time as the QRF. Every member needs to have a radio turned on and with a fresh battery. Keeping a spare battery in your gear is never a bad idea.

When alerted, the QRF should respond first to the TOC to get up to date tasking and information, unless the situation requires them to respond immediately to a breach.

QRF members should all be well-trained and relatively fit, able to move long distances over ground while carrying a load quickly.

Damage Control Party

Fire will be a major concern in a WROL situation, especially when defending a site. Less mobile or combat-skilled members of your groups (while all should possess basic combat skills) can be assigned to fight fires or shore up defenses that have been weakened in an attack.

You will need people to take buckets of water or fire extinguishers to put out fires. They could also carry boards to a window that had one knocked out. They can replace sections of wire. Essentially, this group's role during the defense is to support everyone else.

They should all be well trained in rescue and first aid, and be used as litter-bearers, carrying the wounded to the medical station, when not doing other tasks. During a prolonged alert, they can deliver food, water, and ammunition to the people manning the perimeter posts.

Perimeter Posts/Battle Stations

Every able-bodied member of the group should be assigned permanently to a perimeter post. Everyone, regardless of role, should know where their "battle station" is, so that when an alert is called, they just immediately respond there with their gear.

No matter what normal job someone has in your group, they will also have a "battle station" that may or may not be related to their job.

For example, a medical team member might always respond to the medical station, but someone who normally works in producing food (agriculture) might have a perimeter fighting position to respond to.

The goal is to have every post manned with at least one person. Some posts should have extra people assigned, just in case one of the regulars is on patrol or security duty when an alert happens. Every should immediately respond to their assigned "battle station", even if two people are already there. Once all stations are manned, the leadership team may shift people between positions or pull some back to be held in reserve.

Manpower Intensive

As you can see, mounting a proper defense is very manpower intensive. You need a tribe, and you can't effectively do it alone. Begin seeking out people for your group now.

Many non-combat roles can be filled by teens and older or less fit members, so consider their use in those roles. Strive to have all these

groups, not just a couple. Your life may depend on it.

In the event of a major threat, you may bring in people from another nearby group to assist in defending your perimeter (joint operations protect everyone). If you do this to augment your staffing, assign the visitors to always be paired with one of your people. Your people will know the facility, and the visitors won't.

You can quickly double your staffing by having partnerships.

The Sally Port

When castles and forts began to be used regularly in warfare, the defenders quickly learned that they needed a second, secret way out of the castle or fort. They needed a way to slip out of the defenses unseen to either send for help or to attack their attackers from a surprise location. They also needed a secret way to bring in supplies or send out hunting parties for food.

The Sally Port was thus invented. Salle was a Latin word for a military maneuver involving attacking the force that was besieging a castle, hence the name "Salle Porta", or Sally Port.

In modern usage, jails and prisons use a Sally Port and it generally involves two locking gates, only one of which can be opened at any given time. A gate is opened, allowing a vehicle to enter the Sally Port. The first gate must be closed before the second gate allowing full access can opened. The opposite is true on the way out.

We can apply the same process to our perimeter. We can build a concealed gate, with two separate gates and a Sally Port set-up to enter and exit. If we use it rarely, and camouflage it, it can serve as our emergency escape route, and a way to secret send out the QRF to conduct a Sally.

For our purposes, building two of the "Knife Rest" gates mentioned in the Obstacles chapter is where we begin. Place them in a hidden spot and camouflage them with either netting or natural materials and line the space between them with barbed wire or razor tape.

Protecting Supplies
One of the first decisions your group needs to make is how to store the food that they produce or gather.

Each individual family or sub-unit will initially bring their own personal supplies to kick-start the group until the food production process gets up & running, and each sub-unit will be responsible the security of their own supplies, in the beginning.
As the group begins growing, hunting, fishing, and trapping, as well as foraging for food, that food will become a group joint supply. How you decide to secure that will become vital.

Throughout early human history, food storage was the factor that determined which societies thrived, and which ones failed. Food was also a reason for wars, raids, and territorial disputes (over prime farmland/hunting or fishing grounds). If one group was short on food, and knew a neighboring tribe had an excess, a raid happened.

That will be back in a big way in a sustained WROL situation (one which lasts longer than 14 days). There will be groups who at first ask for a food handout, then try to forcibly take it.

This means that we must decide quickly how to secure our food supplies.

The first and most obvious answer is that our “immediate use” food should be stored in a locked facility, whether that is a barn or a room in a building. Food security is so important that you may want to emplace a fixed Interior Guard post at your food storage facility. At the very least, it should be checked by the roving patrol of the Interior Guard as often as possible.

Immediate use food is the food that you plan to use for your group in the immediate future. There is tendency to want to store ALL your food in one secure location, because it’s easier to guard that way, but it’s also dangerous. If you lose that location, or must abandon the facility, you’ve lost all your food.

Consider taking the excess food (more than 2-3 months immediate use) and caching it somewhere outside your perimeter. That may seem counter-intuitive and less secure, but no one will be looking for it buried in the woods.

No matter what you decide to do with excess food, you should have 2-3 caches of MOBILE food set up if you must abandon your site and its stored food that you produced. Having a buried supply of backpacking food, for example, will keep you alive while you decide on your next course of action. You may even to store some camping gear or excess ammunition with it. Caches can be placed anywhere that you can recover them securely. Look for locations where a small group could work undetected long enough to recover the cache.

Find an easily identifiable landmark, like a large or unique tree, a large rock, etc., and place a buried cache within 10 feet of it. When deciding specifically where, using one of the four cardinal directions (north/south/east/west) is easiest. Any more than 10 feet and small errors in reading the compass may mean you can never find it again.

When choosing where to bury items, whether it be food or firearms, consider the difficulty of digging it back up. Choose soils that are easier to dig in. The roots of deciduous trees (trees that loose leaves) are more extensive and harder to dig around than those of coniferous (evergreen) trees. Consider what the ground is like in the winter. Also, if you encounter water while digging, find another location.

Containers are the most important part of burying caches. They must be waterproof, airtight, able to withstand pressure, and able to resist rodents. Place food or other items in sealed and waterproof packing with desiccants (oxygen absorbers) inside them, then place them inside your container. It’s also a good idea to line the inside of the container with a thick trash bag. Bury the items at a depth that prevents accidental discovery, but also not too deep as to make recovery too time-consuming. Camouflage the site.

After burying a cache, check on it a few days later to ensure that the earth hasn’t settled and made the location obvious.

Burying isn't the only way to place caches. Dry caves are a great place to store excess food and supplies, as long as you conceal and camouflage them.

Another good spot is underneath a tangle of downed trees. You could place earth-toned containers underneath and camouflage them with local debris. It seems dangerous, but it really isn't, because people won't be just looking under tangled up logs for boxes of food and supplies. Sometimes, hiding in plain site is best.

Use your imagination and develop you own ideas for cache locations near your planned location.

You can also create urban caches by removing floorboards or hiding things behind walls. Avoid attics because they are obvious locations. Throughout urban dwellings there are dead spaces behind drawers, inside kitchen islands, between walls, and between floor and ceilings. By being creative, you can find spots to hide small amounts of food, or other small items, like radios or firearms.

Areas under stairs make excellent cache locations.

In a WROL situation, someone raiding a location for food who drives off the defenders isn't going to want to spend a long time searching for hidden food, because they will be worried about a counterattack. They will take what food they can easily find and then generally move on.

Consider that when planning and consider having a planned "sacrificial" food stash to make raiders think they've found all you have and move on more quickly. Just like criminals in current times, food raiders in a WROL situation will want to take things and leave, returning to their own safe areas, rather than remaining at the scene of their crimes.

Fully document, with sketches and details, every cache. It may be a long time before you need to use that cache.

Training Standard

1. Explain what a Tactical Operations Center or Control Center is and what groups should be based there.
2. Explain what an accountability list and what it is used for.
3. Explain what a QRF is.
4. Describe what a “Battle Station” is.
5. Define “Sally Port” and explain its use.
6. Bury a cache.
7. Build an above-ground cache.
8. List areas in a common urban dwelling that can be used for a cache.

Tactical Wisdom
Defensive Operations
Chapter 8 Joint Operations

Though one may be overpowered,
two can defend themselves.
A cord of three strands is not quickly broken.
Ecclesiastes 4:12

That piece of wisdom applies to small groups, as well as to individuals. In a WROL environment, we may face a threat that is far too large for our own local group to handle. We will need to join our tribe with others to withstand what is coming.

Beginning in 1810, a young American Indian Warrior was leading his own tribe in resisting the US Expansion into his territory. As Tecumseh watched tribes and bands fall to the much larger and better-organized US Army, he immediately began a 3,000-mile foot journey to join tribes and bands into a Confederacy to oppose American expansion.

That expansion effort became the War of 1812 as the US tried to expand into Canada and other territories held by the British.

Tecumseh’s Confederation of Tribes was so successful that they took Detroit in August of 1812. Tecumseh’s tactics here are directly

relevant to our discussion. America had just invaded Canada across the Detroit River. Detroit was a remote outpost.

Tecumseh first conducted a skirmish on the Canadian side to make it appear that he was based there, and coincidentally caused the first American deaths of the War of 1812. He then conducted two ambushes along the American MSR (main supply route) between Toledo and Detroit, near present-day Monroe (where Gen. George A Custer was born). During one of these ambushes, Tecumseh's men found letters from American General Hull, where Gen. Hull was informing his superiors that he was worried about getting cut off and trapped.

Tecumseh then stepped up his ambushes to play to Gen. Hull's fear. Then, with only about 530 warriors, Tecumseh began the Siege of Detroit. Tecumseh had his men constantly circle through an opening that he knew American scouts were watching, thus giving them the impression that thousands of warriors were on the move, rather than less than a battalion.

Gen. Hull, afraid that he had been cut off and surrounded by thousands of Confederacy warriors, surrendered Fort Detroit on August 16, 1812. Tecumseh won by joining bands together for mutual operations, refusing a stand-up fight, ambushing resupply convoys, gathering intelligence, and by deception. We can use that too.

Lessons from Tecumseh:

1. Joint Operations can make small units seem much more powerful and enable you to take on a much larger threat.
2. Intelligence is vital – gather every scrap of information you can get, and intercepting communications is the best.
3. Ambushing supply convoys is highly effective.
4. Hit and run tactics work.
5. Area control measures, like deception, patrolling, and checkpoints, give the impression that your force is larger than it is and that it is in full control of an area.
6. Winning without a stand-up battle which causes you to lose people

is far preferable.
7. A numerically and technologically inferior force can defeat a much larger and advanced force. (Read that one again)

By following his example, small bands of defenders can join together for area defense and larger-scale security operations.

But this level of cooperation isn't possible without established relationships built on trust. The partnerships developed for defense can also lead to opportunities for trade and barter in the WROL economy.

Establishing Contacts

A strong relationship needs to be established before other groups will be willing to commit their limited manpower to assist you, and vice versa. These are built over time, and with careful cultivation and mutual respect.

The first step is getting out and meeting other groups. You can begin this right now, before a WROL situation develops. Go and meet the people in your neighborhood, down the road, and in neighboring areas if you are in a rural environment.

Begin by asking people how the feel about the current environment. You will quickly learn that most people have serious and valid concerns. Talk to as many people as you can and ask them what their plans are. You'll find that many are like your own.

If you haven't done this beforehand, it can be done after a WROL situation begins, but it will be much harder to get people to trust you in that environment. Building trust by trading needed supplies between groups can build those relationships.

Trading skills can also be helpful. If your group has a doctor, and another group has a mechanic that you need help from, you could arrange for a day clinic at their site, while their mechanic assists you. Taking care of each other's people is a quick way to build trust.

Your patrolling activity is most likely where you will learn of neighboring groups. If your patrol runs into other groups, patrols should be empowered to offer meetings between leadership teams at a neutral location.

These meetings should take a priority. Building a mutual defense and intelligence sharing network will be the key to everyone's safety. It's the basis for every successful society since time began. Give it the attention it deserves.

Take it slow with these relationships, unless there is an urgent defense situation that requires immediate attention. Build trust by not demanding too much information from people trying to decide if they can trust you. Share non-vital information like what kind of food or goods your group is producing for trade, and especially any information you've developed that may help the other group protect themselves.

Build mutual trust by sharing information and meeting each other's needs when you can.

Developing Joint Plans

Once you've developed relationships with other groups, don't immediately dive in, asking for a tour of their defensive planning. Start by discussing joint area security operations, like developing a joint patrol schedule. By working together, you can de-conflict patrol operations, by making sure that you don't schedule patrols in the same area at the time. If you've developed trust and information-sharing, you can trust that they will share whatever they develop, in exchange for you sharing what your patrols find.

Another area for joint planning is observation posts. Two groups can agree to each provide a pair of personnel for a joint observation post, covering an area of concern that both groups have, like a road intersection or a bridge.

You could plan joint Traffic Control Posts and other area security operations, to give the impression that both of your organizations are

larger than they are and are in complete control of the area to any outsider watching and trying to gather information.

A final area to consider for joint area security operations is running a convoy to a local town for trade, which we will discuss in another chapter.

After your groups have run coordinated security operations for a while, you can then begin planning for joint emergency defense. You should tour each other's facilities and agree on what you can each send to help the other out.

A consideration here also is honestly rating which perimeter is easier to defend and consider "forting up" together at the most defensible location in the event of an extraordinary threat. This was very common on the American Frontier as our nation grew. When a threat would approach, whether it was the French, the British, the Dutch, or Native Americans, the locals would all move into the most secure location and share the work of defending it. When the threat passed, everyone returned to their own location.

Securing Outliers

In any WROL situation, there may be people who refuse to move and live in someone else's compound. That's completely understandable.

The common wisdom would then be to let them fend for themselves. However, some facilities that can't be moved may very well be vital to everyone's well-being. A classic example of this is a large farm. That farm may produce meat or produce (or both) for a very large area.

It would be to everyone's benefit to offer either on-going site security or QRF response to such locations, to prevent their loss or destruction. On-going security could be offered in exchange for produce from the farm. QRF response would just be for the common good.

These types of arrangements can be done for more than just farms. Any mutually beneficial industry should be approached about their

security.

This concept relies on the common law basis of militia. All the fighting age people in each area banding together to defend the community from mutual threats.

These types of facilities may also need security assistance to bring their good to the local markets, which will spring up in a WROL economy. Just as quick as local markets start popping up, highway bandits will emerge. Your group could agree to assist with convoy security (see later chapter) in exchange for some of the products.

Aside from protecting local infrastructure, these joint operations will strengthen every group's individual security.

Joint Communications Planning

As soon as you begin working with other groups, you will need to be able to communicate with them. You will need establish joint channels and joint communications plans.

The first thing you will need establish is a mutual aid channel. In most major metropolitan areas, police and fire agencies establish a mutual aid channel that the various agencies all monitor for information sharing. The concept is the same.

Establish one channel that all groups in the area will monitor for immediate sharing of mutually beneficial information. You could hold a weekly network check-in and sharing session. On the network, sightings and attacks would be immediately reported and a coordinated response could be arranged via radio.

For example, an observation post reports a large group of refugees approaching down a certain route to their local control center. That control center puts the information out to area groups via the mutual aid channel and the leadership groups then each agree to send personnel to man a joint roadblock at an intersection to turn the refugees away from the protected area. Neither group had the staffing to do it alone, but together, they were able to quickly respond

and deal with a threat.
In addition to the mutual aid channel, you may want to establish further joint channels.

One might be a joint medical channel, where various medical groups could contact each other directly, without tying up other channels, for talking with more experienced medical personnel. Maybe one location has a doctor, and the other only has a paramedic. The paramedic may want to quickly ask the doctor a question or request medical help without tying up other channels.

Another could be a “guard” channel for patrolling groups. If one patrols sees another group moving in the area, they could call out on a guard channel to find out if it’s an allied patrol. This could avoid mistaken reporting or friendly fire incidents.

Every time that groups conduct a joint operation, they will need to agree on, in advance, the radio channel to be used by everyone on that operation. Having pre-established and planned joint channels make this much easier.

In addition to establishing the channels, you will need to establish some type of authentication protocol to make sure that any transmission on the network is truthfully from a network member. See the Interior Guard chapter discussion on Challenging for an explanation of authentication methods.

Training Standard
1. Identify & begin building relationships with other Mutual Aid Groups in your area.
2. Describe methods for building trust with neighboring groups.
3. List at least two areas in which joint operations could be helpful.
4. Describe what “forting up” is.

5. List types of properties or businesses in your area that groups should conduct joint security operations for that would benefit everyone in the area.

6. Explain why we need joint communication plans.

Tactical Wisdom
Defensive Operations
Chapter 9 Secure Vehicle Movement

…the highways were abandoned;
travelers took to winding paths.
Judges 5:6b

The quote above is from the Song of Deborah, who was the only woman Judge of the Tribe of Israel. It's relevant because she is speaking of a time of a complete collapse in Israelite society. Around 1200 BC, armed groups were roaming the land and Israel was occupied by foreign armies. Sounds like a WROL environment. The highways were unprotected, and based on her description, travelers went out of their way to avoid using the highways, due to the risk.

For those who think the Bible is a boring collection of rules, Deborah goes on to describe a righteous assassination by the woman spy Jael using a hammer and a tent peg, so go check it out; you will not be disappointed.

In any WROL situation, gasoline will be in severely limited supply, so vehicle operations may well be a rarity. There are many situations, however, where their use would make operations easier, or you might have built up a sufficient supply. You may also use vehicles to get to your bug out location.

In this chapter, we will discuss how to scout routes, conduct secure vehicle movement, and secure convoys.

Vehicle Manning

Ideally, each vehicle should be manned with four trained adults or late teens. I realize that we are discussing WROL operations and family protection, but the best possible situation is four armed and trained personnel.

Each vehicle will obviously have a driver (D). The driver should at least have a personal protection sidearm. The driver is responsible for driving and watching the road.

In the front passenger seat is the vehicle commander (VC). This person also serves as the navigator. The VC will be armed and watches the front and right side. The VC also conducts map tracking, using something like a Battle Board or other system for writing on map covers with dry erase/wet erase markers and being aware of the vehicle's location.

In both rear seats should be security personnel, watching their assigned sides (right or left) and the rear. These personnel, if they are trained adults/late teens, should be armed.

If the vehicle is a pickup or SUV, a fifth person, known as the "Well" (W) can be in the bed or rear area, watching the rear.

Every person should have a personal UHF/VHF radio on the team frequency with an earpiece in addition to their Patrol/EDC bag. As far as belt gear they should have either a full belt kit, or modified belt kit for vehicle operations that could remove the 2 canteens for water (but have some in or on the Patrol/EDC bag) and any large butt packs. This will make it easier to get into and out of the vehicle.

VC S
W D S
If you only have two people, the driver and vehicle commander must each cover 180 degrees of the sectors of observation.

If you only have three people, instead of four, the third person should be behind the driver, and should cover the left side, to free up the driver to just watch the road.

Vehicle Gear
In addition to each person's personal gear, the vehicle should be equipped with a certain amount of gear.

There should be radio communication, preferably a mounted radio with an external antenna, for range, in each vehicle. You could install a UHF/VHF radio with 25-50 watts of power for inter-vehicle communications within the convoy and for convoyto-base communications, as long as you are in range. The vehicles should operate on an assigned channel just for the movement operation. There should be a separate channel for convoy-to-base communications.

CB could be used for vehicle communications as well, since it has relatively long range (especially with Single Side Band radios) and it might be easier to outfit all vehicles with CB radios in a WROL situation. If you choose this route, remember that any dismounted elements will either need to take a handheld CB radio with them to communicate back to the convoy or someone in the convoy will need to monitor their UHF/VHF channel. This is simple to do, as most handheld CB radio units fit nicely in a surplus MBITR radio pouch, which could then be attached to your Patrol/EDC bag.

Make these decisions and get the gear now, before a WROL situation develops, so that teams can equip their vehicles and train with the gear.

In addition to individual first aid kits on each person, each vehicle should have a larger vehicle first aid kit. You could also put a litter (portable stretcher) in the rear of a vehicle. This kit should be capable of treating multiple people and should include first aid gear for burns. A Solatac Multi-Cas Kit fits this requirement perfectly (see reference section).

Each vehicle should have at least one fire extinguisher and preferably two. A fire blanket can also be a good item to combat an engine compartment fire.

The vehicle should have a supply of food and water, and maybe a couple of tarps, in case the vehicle and crew get stranded somewhere. This gear should be kept in some type of duffel bag that can be carried cross-body by someone. I specify cross body, because

you can still carry a cross-body bag while also wearing a Patrol/EDC bag. No one said WROL life would be easy.

Finally, the vehicle should have standard emergency gear, like a spare tire, jack, and flares. Tow straps can also be kept in the car. If vehicle operations will be regular (once a week or more), consider mounting the tow straps on the vehicle so that you can attach them in a hurry.

Seatbelt use should be required. I realize we are talking about a WROL situation, but in the event of an IED attack, ambush, or crash, seatbelts save lives. The only exception is if you are in a congested urban environment at under 25 MPH, and the security team may need to dismount and remount quickly to help with crowds or clearing the route.

As far as airbags, it's a personal decision, but I recommend pulling the fuses. Seatbelts work and in a potentially hostile situation, you don't need airbags being in the way of your escape from the vehicle.

Keep either a small hammer or some other type of window breaking device in the both the front and rear seat areas, so that you can break windows to escape a flipped or submerged vehicle quickly.

Everyone should stage their Patrol/EDC bag on the floor beside or under (not between) their legs with the drag handle facing up, so that the bag can be grabbed with one hand in the event of a rapid vehicle dismount.

Train together on quickly getting into and out of the vehicle with all your gear. This should be a standard vehicle operation training drill. Start with no gear and rapid dismounts into a security position. Next, add the belt kit. Then, add grabbing the Patrol/EDC bag as well. This must be drilled in, because leaving without your Patrol/EDC can be the difference between life & death.

Mounting & Dismounting

In a WROL environment, once we're outside of our own perimeter, we must consider how to get into and out of our vehicles while potentially under hostile observation. We are not talking about an emergency dismount during an ambush – we'll get to that in a bit.

The objective in everything we do in WROL vehicle movement is to make ourselves look like too hard of a target for someone to attack. As everyone in Executive Protection knows, arrivals and departures by vehicle are your most exposed time and the perfect time for an attack.

We aren't doing Executive Protection (EP), so we're going to modify the basic arrival and departure routine from EP work to meet our purposes. Since we aren't traveling in full-on armored combat vehicles (or maybe you are), we must plan on arriving by 4 door vehicles, preferably SUV's.

To dismount, the vehicle commander (VC) will announce "SLOW ROLL" to the vehicle occupants. This tells the driver to slow down and unlock the doors - the driver MUST hit the power locks because of our technique. Everyone else will begin scanning their sector and prepare to exit.

As the vehicle stops, the VC makes the decision as to whether it is safe to get out. If the VC decides to dismount, the VC announces "DEPLOY". The driver leaves the car in gear and remains seated with their foot on the brake. Everyone else opens their door and takes a step or two away from the vehicle, facing outboard with just their firearms and belt kit. The doors are left open at this point, in case the group must quickly retreat to the vehicles.

Once the overall Tactical Commander (TC), whether it's a VC for a scout vehicle or the leader of the whole convoy, decides that the area is secure and the operation will transition to foot movement, he calls "SECURE" on the communication channel.

At that point, everyone retrieves their other gear (Patrol/EDC bag, medical bag, items for trade, etc.) and secures the vehicles, to

include the drivers shutting down the vehicles and exiting. They do this by pairs, rather than everyone taking their eyes off the perimeter at once. One person on each side gathers their gear, then the other one.

A word about the driver's gear: Their long gun, if it doesn't fit next to them, and their Patrol/EDC bag will need to be stored somewhere in the vehicle where it is out of the way, but someone could grab it for them in an emergency. The driver can't have a bag under their legs while driving.

If you have the extra personnel, you could detail a pair (usually the drivers) to stay with the vehicles, if they remain in radio contact with dismounted team. In addition to security, they could refill the vehicles with gas from gas cans while the team conducts whatever the purpose of the stop is.

When the team is ready to get back in the vehicles, we do the same procedure in reverse. It's entirely possible that a hostile group could wait until you are relaxed from conducting your business and ready to get home to attack. They could have been waiting until you traded that farmer your goods in exchange for his goods to hit you and take your freshly bartered goods. Once the overall TC decides you are leaving, they will call "IMMINENT DEPARTURE" over the radio. This lets the drivers know to get in the vehicles, unlock the doors, and start the vehicles. The drivers should put the vehicles in gear at this point.

When the dismounted team gets back to the vehicles, they assume a 360-degree perimeter around the vehicles facing outboard and WAIT. Once the TC decides the area is secure, they will call "PREPARE". At this point, leaving at least one person watching in each direction, each person will open their doors and put their Patrol/EDC bag inside the vehicle one at a time and secure any bartered or found/picked up items in the cargo section of the vehicle.

Once everyone has loaded their gear, another short pause is held facing outboard with the doors open. Once it's decided that it's safe to enter the vehicles for departure, the TC will call "RECOVER" over the

radio and everyone will mount the vehicle in their assigned seat, facing outboard.

Since we aren't in armored vehicles, the windows should all be down for safety from flying glass and the ability to engage targets.

Once each vehicle has everyone inside and the doors locked, the VC will call on the radio that their vehicle callsign is "UP", for example "TRAIL UP" or "SCOUT UP". Once all vehicles report "UP", the TC announces, "ROLL PACKAGE" and all vehicles move out.

This may all seem complex and overly dramatic, but it's how you ensure that everyone stays safe. Complacency kills, and following a strict, regimented process is what will bring your convoys and patrols back safely.

This is a slight modification of the procedure that protection teams working for the US Government use when working in high-risk environments, so it's proven to work.

Route Planning and Reconnaissance
Route planning is discussed in TW-02 Fieldcraft, in Chapter 6. We will touch on a few high points here and discuss route recon.

The first step in any vehicle movement is a map recon, looking at area maps and trying to select at least four routes, using the PACE model.

P Primary
A Alternate **C** Contingency **E** Emergency

Having four routes will give you options while you are moving in case you find an obstruction or risk on one of them.

Avoid built up areas, unless you have business there, as well avoiding having to pass high risk locations like police stations, fire stations, hospitals, and shopping areas.

Avoid “limited access highways”, like interstates and US Highways. Try to pick roads with wide shoulders and no ditches on the side of the road.
Try to avoid bridges and overpasses, whenever possible. You will have no choice in some areas, so develop a plan for when you have to that includes a halt and dismounted reconnaissance of the area before driving across.

Your daily intelligence gathering will have gathered information on areas where others have been attacked or large refugee groups are moving. Use this information in your planning and avoid them.

Locate easy to find spots on the map and designate them as “checkpoints”. As you pass them, the standing operating procedure should be that if the convoy is attacked or separated, all elements should return to the last passed checkpoint and take up a security posture, waiting for everyone else to regroup.

If gasoline isn’t a problem, you could send a scout team out on a recon a day or a few hours before your convoy uses the route. They could check on actual conditions along the route so that you aren’t surprised, and you could perhaps adjust your entire plan based on what the scout team finds. NATO forces regularly send Military Police patrols to drive routes prior to convoys for this exact purpose. Some private military contractors conducting security operations send out a team that consists of one driver and all the vehicle commanders on route recon missions, so that the vehicle commanders have all seen the route prior to the operation.

Convoy/Motorcade Operations

Remember, again, we are talking about operations in a WROL environment, and there won’t be traffic. We are going to adapt our driving to that environment.
When traveling, at least three vehicles should be used. These vehicles would be designated as the Scout, Lead, and Follow. If you have additional vehicles, they will go between the Lead and Follow, which are designated security vehicles.

A Scout vehicle should be out ahead of the main body by a sufficient distance to provide early warning of threats. This way, only one vehicle is exposed. In open land, the Scout will need to be father out and in more restrictive terrain like woods or an urban environment they will need to closer to the main body. Never out-drive your radio range.

The role of the Scout vehicle is to look out for roadblocks, hazards, and other risks, as well as checking out things like bridges or standing water (could be too deep to drive through and should be checked).

Decide whether the convoy will travel as an open column or a closed column. You could also use both techniques during the same movement, depending on terrain.

In an open column, the vehicles are spread out between 100 and 200 meters apart. This makes it much harder for an enemy to attack your convoy, because they will only be presented with one vehicle at a time. It's very secure, but harder to control, and it makes it harder for one vehicle to support another. It also makes a larger footprint, because your vehicles are spread over a larger area to anyone watching.

A closed column has the vehicles less than 100 meters apart. It does present a smaller footprint, making your convoy look smaller and it's easier to control and support each, but it is much easier to attack because your vehicles are bunched together. Inside the US, we aren't as concerned about IED's, but ambushes at chokepoints and roadblocks are our biggest threats.

If the Scout car locates a hazard that needs to be checked out, they will radio back to the main body. The main body will halt where they are and adopt a security posture. The vehicles park on opposite sides of the road in a V formation facing the road. This enables them to quickly pull back onto the road and drive in either direction.

The vehicle personnel, but not the drivers, dismount and take security positions facing outboard, off the road.

The Scout car then dismounts (again, except for the driver) and checks out the danger area using optics like binoculars first, then by checking the area on foot. Once it is determined clear, they remount the vehicle and advise the rest of the convoy, which remounts and continues.

If a threat is detected, the Scout car immediately calls out the threat to the Tactical Commander (this should be the vehicle commander in the Lead Vehicle) who decides what action to take. This could be to push through the threat (least desirable), to shift to an alternate route, or to turn back.

If the decision is to take an alternate route, the main body mounts up while the Scout team delays the threat briefly before mounting up. If the Scout team hasn't been detected by the threat, they keep the threat under observation. All vehicles will meet at the turn to the alternate route and reform into the original formation, after treating any wounded and re-distributing ammunition and supplies.
If roadblocks are encountered, the best option to is turn around and choose a different route. For this reason, the Scout car should stop before cresting any hill, walk up on foot, and then check the road over the hill ahead, without silhouetting themselves, to make sure there isn't a roadblock on the other side.

Just driving over, having to panic stop, and then turn around while potentially under fire, is not any fun at all and should be avoided.

This is the same reason that post-WROL travel should avoid large roads, highways, and highway interchanges. These are natural chokepoints where roadblocks will be established.

In reading this, you may be thinking, "Wow, vehicle travel in WROL is hard and dangerous". It is and that's why it should be avoided whenever possible. Trips that take two hours today might take two days during WROL, because of the risks.

Consider this: Convoys are dangerous for military forces in uparmored vehicles in hostile territory now. They will be at least ten times worse for unarmored civilian vehicles when the police stop patrolling the roads.

If you are surprised by a roadblock, you have two choices that your vehicle commander must decide on. It's also possible that a roadblock was not put in place until after the Scout car passed (vehicles to block were hidden). The vehicle commander must decide if you are going to go through the roadblock or turn around.

If the decision is to push through, the VC calls out "PUSH THROUGH" on the radio and the driver aims the car's driver side headlight on the blocking vehicle's rear tire. When the vehicle hits the blocking vehicle, the driver accelerates, pushing the vehicle out of the way. Avoid pushing the front of the vehicle, where 2/3 of a vehicle's weight is. The driver must not let off the gas until you are through the block.

The other personnel in the vehicle should be engaging any targets to suppress them from firing on your vehicles. Any following vehicles should follow the first one directly through the same opening.

If the decision is made to turn around, the VC calls "BACK OUT" over the radio and cars back away from the threat and then onto the shoulder in opposite directions, then wait until the vehicles ahead of them pass after turning around. While waiting, vehicle personnel should suppress any targets engaging the convoy. The convoy then forms up again and moves out to the last rally point.

Conduct lots of training now in backing up onto the shoulder and turning around. You'll learn that you don't need nearly as much space as you think you need to turn around.

For this reason, you should be selecting routes without deep ditches on the sides of the road.

If a vehicle become disabled during an attack, the vehicle crew should dismount on the side away from the contact. Once outside, rather than using the vehicle for cover, the VC should announce a direction and distance for the entire team to move. The vehicle will still be drawing fire and it's safer for the team to move away from it and establish a security posture. Once they've established their position, they will hold it and wait for another vehicle to return to pick them up. Vehicles are NOT cover and should never be used as such. Alternatively, the Tactical Commander of the convoy may direct the now-dismounted team to move out of the danger area on foot towards where the rest of the convoy has set up a security position. The team will need to move quickly. The opposition will at first be more concerned with looting the left-behind vehicle of anything useful, rather than pursuit. Take advantage of that and move out quickly.

Every situation is different and can't all be addressed in this manual. Be flexible and apply common sense when a crisis happens during movement.

Movement SOP's

You need to establish some standing operating procedures for any vehicle movement.

The very first is that the convoy doesn't stop to render aid. It sounds heartless and sounds uncaring, but your convoy will have some purpose that supports the lives and longevity of group. You won't just be out "driving around". You will be heading to trade for food or supplies most likely and the lives of everyone back at your location outweigh someone on the side of the road.

Even now, before a WROL situation, news stories tell of robberies where a woman with a baby appeared to be stranded on the side of the road and those who stopped to help were robbed by her accomplices. This will become a very common ambush/highway robbery scheme in a WROL situation, as will the staged car accident.

I once had an employee stop at a gas station and she had a young woman approach her, asking to borrow her phone. It was late at night, and it gets cold in Michigan in the winter, so she let the girl use her phone and invited her to sit with her in the car to warm up while she made the call. The young woman murdered her for the car, phone, and a little bit of cash. Do NOT fall for this.

In a current world situation, you could pull over well beyond the scene and call the police or fire department and ask them to check on the situation, rather than exposing yourself to risk. In our WROL environment, send help back if you can once you get to your destination.

If your moral code won't let you just drive by, move farther down the road, out of site of the person or accident scene. Send a dismounted team back on a longer route not using the road and approach from an unexpected direction on foot. You'll either surprise the ambush/robbery element or you will be able to offer aid from a covered and concealed position that the person on the road wasn't expecting. If you choose this route, have only one person make contact while the others cover from hidden positions.

The next SOP is that your team must understand that in a WROL situation, badges and uniforms mean NOTHING. In a WROL situation, a supposed government roadblock, unless manned by local people you PERSONALLY know, is no different than a bandit roadblock.

During the unrest in KwaZulu Natal, South Africa in 2021, there were many reports of people stopping for South African Police Service checkpoints, only to be robbed. There were also many reports of SAPS officers detained at local civilian defense group checkpoints with carloads of stolen goods in their cars.

WROL means exactly that, without the normal rules that the law implies.
You need an SOP that the wounded may have to take care of themselves, potentially for a long time. If a convoy is ambushed and a

vehicle must be left, the entire team might not be able to stay and protect one wounded person. They may have to treat their own injuries and secure themselves while a rescue team quickly regroups to come and get them if they can't carry them out right away. It's always preferred to leave as a group, but sometimes you might not physically be able to.

Train so that wounded are expected to provide their own security and to try and get themselves, if possible, into a better position for rescue. Each person having a radio on them will allow the wounded to hear where the team is, and they can try to get to them or communicate with them about the local situation.

Keep in mind, I'm not saying leave people behind. I'm saying that the tactical situation may require a short withdrawal to bring more assets into play for a rescue. It's not abandoning people; it's preserving the team to make a stronger tactical movement.

Radio SOPs should apply not just to vehicle movement. You need an SOP that the radios are for tactical communication, not chatter. The radios are there to keep everyone advised of any danger, not for fun and games.

A vehicle halt SOP is needed. Have the vehicles stop on alternating sides of the road, to control a larger area, and have everyone dismount and provide security facing outboard on one knee. Do this any time the vehicles are halted for anything. If it's to stop and rest, then leave half the team on security while the other half rests, then switch.

Summary

This has been a brief discussion of a very involved and complex topic. We are keeping it brief because in a true WROL situation, vehicle movement will be a rarity, rather than an everyday thing.

When we do move by vehicle, like at the outset of a WROL situation and are moving to our bug out location, these tips can help keep you

safe.

Train on these techniques and establish the SOPs to ensure that your group is ready.

Training Standard

1. List key positions in vehicle movements.
2. Describe observation sector for vehicle crews.
3. List the gear needed in each vehicle for vehicle operations.
4. Demonstrate mounting & dismounting a vehicle for WROL operations.
5. Explain the acronym PACE.
6. Explain the role of the Scout Car in vehicle operations.
7. Explain the difference between open column and closed column movement.

8. Describe how to “PUSH THROUGH” a roadblock.
9. Describe the procedure to “BACK OUT” out of a roadblock.

Resources 1. Vehicle First Aid Kit: www.solatac.com

Tactical Wisdom
Defensive Operations
Chapter 10 When It All Falls Apart

And David remained in the strongholds in the wilderness, in the hill country of the wilderness of Ziph. And Saul sought him every day, but God did not give him into his hand.

1 Samuel 23:14

David knew that sometimes the other side wins. He knew when to cut fence and get out of Dodge, living to fight another day. More importantly, David always came back stronger.

David was able to hide out so effectively in our Warrior Study in TW-02 Fieldcraft because he already set up hidden camps in the caves of

Ziph before he needed to use them. This is the key to our entire “When it all falls apart” strategy.

People frequently say they are “bugging in”. They intend to stay in their home no matter what, and that’s a good plan, if you aren’t in an urban area. In an urban area, without a large group and a solid plan, bugging in will be dangerous.

But even in a rural area, bugging in should not be your only plan. Refusing to leave an untenable position and dying there in a futile struggle is a waste for all involved. Leaving temporarily isn’t cowardice, it’s choosing your battles. Remember the goal – SURVIVAL.

Even if we have a large, well-trained group, we could be faced with a larger, more formidable force that we can’t resist. Having a plan to leave the area or conduct a delay while letting some get a head start on escape can save lives and preserve supplies.

For those who plan on leaving and going to a more secure “bug out location”, understand that you need additional “bug out” locations from there, as well. One location is not the ideal situation. Prudence demands additional planning.

Insurgent and guerilla forces are successful because they are mobile and avoid full-on battles and major contact. They have plans to pack up and abandon their base camp locations when a larger force is detected moving toward the location. Learn from that example.

Caching Supplies

Earlier, we talked about caching food and other gear outside the perimeter to have something if you must evacuate. Locate areas a fair distance outside your perimeter where you could pause, adopt a security posture, and retrieve items from the cache. Use the KOCOA terrain analysis model to do this.

Even in an urban area, you can find places to cache emergency supplies. There are park areas, wooded lots, vacant buildings, and

the like that you can use for caches. Start identifying these areas now.

Earlier, we discussed conducting joint operations with other groups. If you have built a long-term trust with a neighboring group, consider exchanging caches. In other words, offer to store some food and ammunition for their group inside your perimeter in exchange for them storing some of yours. This way, if either group has to abandon their location, there will be some supplies securely stored at a safe haven. The agreement should also discuss under what circumstances the holding groups can use those supplies themselves in an extreme situation.

Remember, keeping all your food and supplies in one place is risky and can lead to losing everything at one time. Just like any other investments, diversification is the key.

Establishing Secure Backup Locations

Using the KOCOA model, identify 3-4 locations for secure backup camps. These should be scouted out thoroughly, as well as the area around them. These could be camping areas, or even vacant buildings, but understand that buildings meant for humans means that humans will eventually come and try to move into them.

The ideal spots should be 2-5 miles from your main location. This is for security. If they are any closer, then anyone pursuing you may find you almost immediately. The distance is enough to be covered by a group on foot in just 2-3 hours.

The location should have the ability for you to overwatch the avenue of approach from your main perimeter, since any threat pursuing you will come from that direction. Security needs to be the primary consideration here. As I have mentioned before, in a WROL situation, security must become an obsession. It will be the main consideration for most of your daily activities.

When selecting these sites, remember to use the acronym BLISS. **B** Blend in – the site must blend in when occupied. **L** Low silhouette – Your site must be below the

background.
I Irregular shape – straight lines/circles are not natural. **S** Small – smaller is harder to find or stumble upon. **S** Secluded – The site needs to be away from roads/houses.

Once the sites have been decided on, they should be included in your patrols occasionally. A patrol should check each site every few weeks to ensure that it is undisturbed and unoccupied. Don't set a pattern on checking them, just be sure that you do indeed check them.

Pre-Stocking the Site

Once you've decided on a few sites, consider pre-stocking them if you have a little extra supply. These don't need to be huge stockpiles, as these are designed to be temporary sites.

A good idea is to stock it with 2-3 backpacking type meals or MRE's per person, some water purification supplies, and one basic load of ammunition for each person. Again, it's designed to be a quick rest and resupply point. You would use the location to stay while sending people to see what happened back at your main site.

If you've stocked 3-4 sites and you've been at one site for a couple of days and have expended your supplies, you can then move to another of your sites for resupply again. Remember, we want to remain mobile and aware of the possibility of pursuit. Use any of the caching methods described earlier. You can either cache the supplies directly on the site or a short distance from it. The key is having something on-site in case you had to leave things behind.

Additional supplies to consider caching at back-up locations:
• Tarps – For shelter
• Medical Supplies – You may have wounded when you arrive

• Excess Firearms – If you have extra firearms, caching some wrapped in trash bags and PVC pipe would enable you to re-arm if you had to flee unarmed. Include a basic ammo load for any stored firearms. Recovered/captured firearms found after the WROL began are great for this. Never leave operable firearms behind post-WROL, even if you don't need them. They are great for trade or as spares.

• Cordage – There will also be a need for rope/paracord.
• Camping Gear – If you have extra tents, cache some.
• Blankets – Blankets or survival blankets are never a bad idea if you have extra.

• Optics – Even just one set of binoculars, you may forget them in the stress of leaving your main perimeter.

Don't sacrifice your operating supplies to stock these sites; only do it if you have the excess that you can spare. However, these supplies could mean the difference between life and death.

Deciding When to Leave

The most difficult decision will be whether to defend your secure perimeter or leave to avoid a major confrontation. This is why it's so important to have an on-going information collection and analysis program.

If you don't have additional information, you may decide to stay and resist what you thought was a small group, but it could turn out to have been the advance party for a much larger group. When a threat is detected, immediately dispatch patrols and reconnaissance (discussed in TW-04) to find out more about the size and nature of the threat. Only with full information can you make an informed decision.

Traditionally, one defender in a dug in position is equal to roughly three attackers on foot (without armor, air, or belt-fed weapons, the scenario we envision). The means that with wellbuilt defenses that the opposition hasn't had a chance to see, a defensive unit can

effectively hold off a force three times its own size. This not an absolute, but a rule of thumb. Smaller units have defeated much larger ones, but that requires outside support like aircraft and artillery, which we (probably) won't have. Keep in mind also that smaller groups have driven off much larger ones, due to skill and use of terrain & tactics.

Another important thing to consider when making the decision to stay and fight or flee to hide is swallowing your pride. It's very easy to say, "this is my place" and stubbornly defend it against ridiculous odds. There is something to be said about the will and spirit of people fighting for their homes but remember the goal: SURVIVAL. Dying in a last stand when you didn't have to isn't brave, it's unwise pride.

Remember our main guidance from the Ultimate Tactical Handbook:
The prudent see danger and take refuge; The simple keep going and pay the penalty.
Proverbs 22:3
Remember to be prudent in your decision making.

Withdrawal

If you made the decision to leave before making contact, you conduct a "withdrawal". This is an orderly movement away from a hostile force to avoid any contact.

The first step in a withdrawal seems counter-intuitive, but it's to send a team to get some eyes on the opposition and to keep your leadership team advised of where the opposition is and what they are doing. This way, you will know how much time you will have, and you will not be surprised.

This "watch" element should probably be your QRF element of at least four members. Two can keep watch on the opposition and two can provide security for the other two.

The rest of the group will gather what they are going to carry with them and hide the rest of the group supplies. Sensitive information like radio instructions and your intelligence files should either come

with you or be destroyed, preferably in fire. The team leaves out the side of the perimeter that is opposite where the opposition is coming from.

The problem exists with what to do with your excess supplies and gear that can't be carried, but that you also prefer not to be taken by the marauding hordes of bandits. This has been a problem for all human history, and for a solution, we will look to Viking Age techniques versus modern psychology.

Viking was not actually a noun and name for the warriors of Denmark and beyond (the Norsemen), but it was a verb that meant "raiding". Norsemen either came as traders, or as "Vikings" and going on a raid was called "going Viking". Vikings weren't limited to raiding others, they raided each other to. They did this to gain wealth or settle disputes.

To protect their wealth, the Vikings made a " *hodd*", which eventually became the English word we know as "hoard". They dug holes throughout their property and in the woods near their property and buried it. This is where our obsession with "buried treasure" comes from.

I know, you're thinking "neat story, but what does this have to do with my gear?". Simple, as soon as you establish your "bug out" location or your defensible perimeter, dig a few holes where you can hide things for later retrieval. It's important to dig these early, because you may not have time later, and you want any signs of recent digging GONE before the barbarians come over the wire.

These holes should be easily identifiable by you (marked on a map or memorized) for later retrieval but hidden. You can make a cover from natural materials. When the order to withdraw is given, drop your excess gear or supplies in and cover them. It's a gamble, yes, but we have to think in modern psychological terms. Yes, Viking raiding parties knew about hoards and spent time looking for them, but they knew that the longer they searched, the more likely it was that

whoever they raided would return with reinforcements to retake their camp.

The same thing applies here. During a crisis, even those who are out taking things from others will feel uncomfortable while in someone else's home location. They will want to quickly raid and loot, and then leave before a response force or reinforcements return. Leave a small, easy to find stash of supplies to make them feel like they've found something, and they'll leave without looking for buried items.

Humans have been conditioned by living in houses for a few thousand years to only look inside houses for things of value. They'll check those obvious places and if they find something small, they'll move on to a more lucrative target.

Another piece of psychology that we are betting on is that humans, especially those who would raid and take from others, are fundamentally lazy. If they can't find an easy score, they will move on to another target to find that easy score.

The other thing that helps is that in a WROL situation, everyone will be burying human waste. This fact will keep people from wanting to dig too enthusiastically in areas that were recently occupied by other humans. Play every card in your hand to its full advantage.

Once your group has withdrawn to one of your temporary sites, the QRF team can fall back to an observation post to watch the intruders while they are on your site and see where they go after that. Rotate the OP team until the intruders leave or your help from your neighboring groups arrives to assist in retaking the site.

In any case, maintaining a radio scanning watch may enable you to pick up information from the hostile group's radio traffic, such as plans to leave and in what direction. You might also overhear chatter about whether they are fully searching the site or planning to move on.

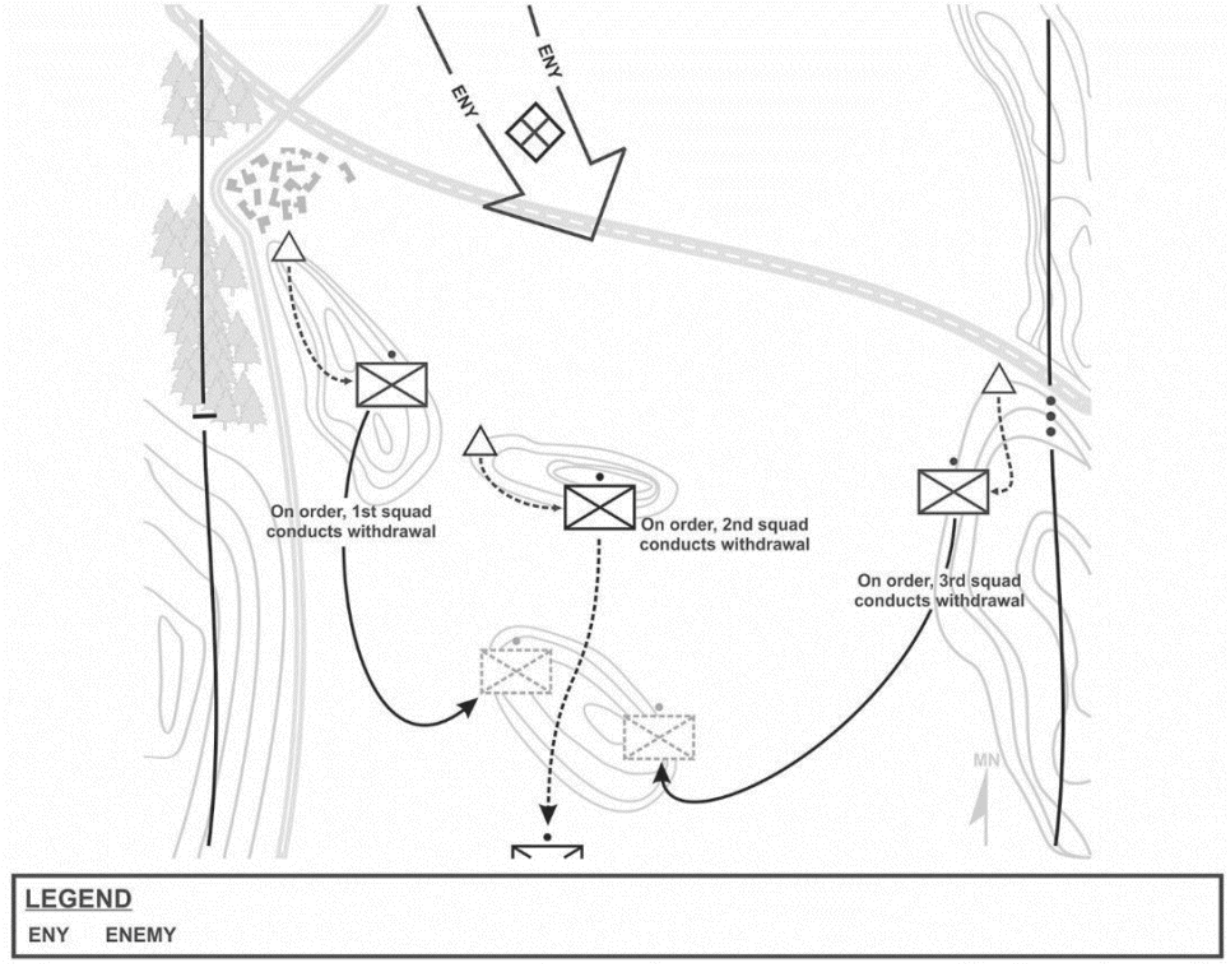
Delay

If you had originally decided to stay, but then later, as the situation progressed, decided to leave, you will conduct a “Delay”.

Essentially, a delay is conducted by having some of your defenders continue to engage the hostile party, while the rest of your group evacuates. The delaying force (your on-duty security team and your QRF) keeps the hostile force occupied and at a distance while everyone else gathers gears and starts moving.

The delay is going to have a lot of moving parts and will be complex.

The engaging teams, usually the ones on the side facing the threat, will maintain pressure, slowing the threat down, while most of the group gathers their gear and leaves. The rest of the security team will take up a second line of positions behind the teams that are engaging. When they are set, the security leader will order the first teams to withdraw. Those teams withdraw past the second teams while the second teams begin engaging the threat and set up yet another line, and then the second teams are ordered to withdraw. This bounding backward movement (see diagram) continues until everyone has left the perimeter and broken contact. The QRF can stay behind and watch for any pursuit, but remember, we are dealing with bandits and thieves who want to raid your base location or houses for food and supplies, not a military unit looking to fight.



Conducting a Delay
Source: US Army FM 3-21.8

The opposition will stop once they have found a location to loot and search for supplies; let them. This will give you a chance to regroup and set up an OP to keep an eye on them, while letting the rest of your people put distance between them and the threat. Unless you were taken completely by surprise, you should have already put into action your mutual aid plans by calling on the radio to neighboring groups. Patrols and OPs keep you from being surprised.

Even you have already put a call for assistance, once you are clear of your site, radio updates to your partner groups so that they know where you are headed and where the hostile group may be headed next.

A tool that can help and an overlooked preparedness supply is a folding cart or wagon. This is a cart that folds up small for storage but can be expanded to carry a large amount of supplies and then pulled, allowing you to move with much more gear than if you carried it. Look for all terrain types with carrying capacity over 150 pounds. I found one, of course, in a camouflage pattern, rather than the bright blue or red that is most common.

Happbuy Cart (Source: Amazon)

Occupying the Temporary Camp

Before any rest occurs, security around the temporary camp must be put in place. If you've left an OP watching the hostile party, you can just worry about immediate security.
If you haven't left an OP watching the hostile party, you need to send a team (preferably at least four people) to establish an ambush along the route you took to the temporary camp. They should pick a spot overlooking the route and spread out on-line to watch for anyone following or tracking your group.

They would first radio the main group, to let them to be ready to move. After radioing, they would ambush the tracking party by firing on them. This should stop or slow down any pursuit.

The ambush team would then withdraw without getting decisively engaged and move to the temporary camp. There, they would set another ambush while the rest of the group departs for another temporary camp.

You can see now why I recommended having an additional full load of ammunition and some food stashed at each temporary camp. By now, they delay team will be hungry and short on ammunition. You could switch out which team is handling the rear security at this point.

Again, you most likely won't need the ambush and move to a second camp, because we are talking about bandits and thieves, but there are scenarios in which continuous withdrawals might be needed until support arrives or you break contact. For example, resisting a completely hypothetical Chinese/Russian invasion or tyrannical government. Purely hypothetical, of course.

Other Uses for Temporary Camps

Earlier, we mentioned groups from outside the area contacting you using the Channel 3 project. Rather than bringing these unknown people inside your perimeter, you could take them to one of your temporary camp locations. Here, they could rest and figure out where they are headed next, without exposing your main location to them.

These pre-staged temporary camps could be used as a Patrol Base (to be discussed further in TW-04 Scouting and Patrolling) for your longer-range patrols or hunting groups. These are prescouted and vetted locations and would reduce the planning needs and workload of the team doing the patrol.

These sites could also be used for larger caches of excess supplies. This way, it will improve your emergency stocks while also reducing the amount of supplies stored at the main location, making you a less attractive target.

Summary

It's important that your emergency plans also have emergency plans for when it all goes wrong. Redundancy is the key.

It only makes sense that if you've planned for a disaster or societal collapse, to plan for another one immediately after. Whatever can go wrong, eventually will, and you want to be prepared for that.

You may not set up all these locations and fully stock them, but at least have some sort of a plan to get out while you can from whatever location you will be calling home, whether that is literally your home, your neighborhood, your cabin, or even a large camp or compound.

Plan ahead of time to reduce the stress. Remember that even at the Alamo, one of America's favorite stories of bravery, they lost and were all killed.

Training Standard
1. Explain why you might need a small cache somewhere just outside your perimeter.
2. Explain what a backup location/site is.
3. Recite the acronym BLISS and define each letter.
4. List what supplies should be cached at a backup site.
5. Discuss the factors to consider on deciding whether stay or leave.
6. Explain what a withdrawal is and how it is executed.
7. Explain what a delay is and how it is executed. 8. List other uses for your backup sites.

Tactical Wisdom
Defensive Operations
Chapter 11 Urban Safe Houses

But the woman had taken the two men and hidden them…
Joshua 2:4

When Joshua wanted to occupy the Promised Land, he sent a scout team into a city (sounds like what we've been talking about). While they were at the inn of a woman named Rahab, she offered to hide them in exchange for protection. In other words, she offered the use of a safe house, as long as they helped provide security.

Now, the story doesn't end there and I'm not going to tell it all, but there is a part relevant to our discussion. While the scouts were there, the King and his troops arrived to search the house. Rahab told the troops (think Feds) that the men had left, but she had hidden

them in a secret spot on her roof. The troops took off in imagined pursuit and the scouts were able to slip away.

This is exactly the description of safe house operations. An agreement is made to offer shelter and concealment in exchange for security assistance, or because of a common cause both parties support, like resisting that totally fictitious Chinese invasion.
I hesitated to include this chapter, but at the time of this writing, the United States is in a slow-moving slide towards a hot civil war. The US is currently, whether anyone wants to admit it or not, engaged in cold civil war.

Left-Wing groups in the United States have been using safe houses since the 60s, when they learned how from their Soviet and Chinese advisors. If your opposition is using a tactic, shouldn't you?

Safe houses are a good defensive measure in the current situation, and a way to establish patrol bases in urban areas for WROL situations. In WROL situation, you wouldn't want to remain in an urban area if you could avoid it, but you may need a secure location to use for patrols, observation posts, or as a safe stop during trade.

What is a Safe House?

In a current-world situation, a safe house is facility ran by the support network of a group, rather than actual group members, that allows group members to stay at it secretly. It may involve actively hiding them or just simply letting them use a room, depending on the situation.

Post-WROL, it's a pre-stocked building that is kept looking like it's unoccupied or only occupied by a couple of people for a team on the move to rest and resupply for a short period. It should have a concealed entrance.

In both situations, a safe house is short-term location.

Safe houses should be non-descript and shouldn't draw any attention to itself. It should look the same as every other house in the area. A

key piece of this for present-time operations is not displaying any political or social cause signs or flags at a safe house. Give no one any reason to remember it or target it.

In the current-world situation, this would include exhibiting a normal “pattern of life”. There should be a car and occupants seen regularly coming and going, but not excessive cars and people. It’s a very fine line to walk, but absolutely necessary. Think about your life now, you can identify “that house” in your neighborhood where all the cars and different people come and go from. Your safe house can’t be “that house”.

If you needed to get someone in the house without detection or notice in current-world operations, two ways are available.

The first way is to have “friends” come and visit for a couple of hours and then the “friends” leave, but the person you wanted to insert into the safe house stays behind. This is simple and doesn’t really attract any attention except from perhaps professional observers.

The second method is to meet the person somewhere else and hide them in a vehicle. This could be as simple as laying down in the back seat. You then drive that vehicle straight into the garage or out of sight at the location. This only works if you can disembark out of sight from casual observers.

You may be wondering when you would ever use this in the current world. Well, I have two words: “Kyle Rittenhouse”. Imagine that a member of your group lawfully defended themselves against an attack. If there was media attention and/or risk of retaliation, you may want to have the ability to move them to a safe house.
Another scenario is that the Federal government is currently pressuring credit companies, banks, and hotels to provide information on travelers who were in a certain area when things happened (January 6th, 2021). It would be far better to stay at a safe house than a hotel, as things get farther out of hand.

Post-WROL, you could have friendly people still living in an urban area. It is far safer for all for anyone you send to that urban area to stay in a location with like-minded people friendly to your group in a house the locals already know is occupied and not suspected of being a threat.

As you are organizing your group now, you may have some people who plan on staying in an urban area, despite the rest of your group planning to leave the area. Make an agreement with these people to provide a safe house if any group members need to come to the urban area for any reason. They could even gather information to be passed to your group when someone comes to the safe house.

You will need to establish radio plans for the safe houses, as well as signal plans. For example, radio phrases that mean the site is either secure or compromised, and a last-minute signal, like the positioning of curtains or the display of a certain colored item in a window that warns team members to stay away. For example:

• Radio - All Clear: Once the team makes radio contact, the word “Starlight” means the site is secure.
• Radio - Danger: Once the team makes radio contact, the phrase “Come on in” means that the location is compromised, and you should not approach.
• Signal - All Clear: If the location is safe to use, the curtains on the top level will all be open.
• Signal - Danger: If the location has been compromised and may be watched, the secondfloor window will have a green towel drying in the window.

Any visual signals should be displayed high enough to seen from far enough away to not have to approach the location to view it. They don’t need to be complex, either; it could be a simple as a red coffee cup left on a windowsill.

Post-WROL, every attempt should be made to only enter safe houses under cover of darkness. This means that the team will need to

approach in daylight to see any signals, then remain hidden until dark to enter.

Remember, any movement in an urban area during a WROL situation will be dangerous and will attract attention. Safe houses just give us a safe place to rest our heads.

Safe House Operations
There are rules involved both in establishing and using a safe house, to ensure that it stays safe.

First, the area used for guests should not be on the main level. If some unexpected visitors arrive, the safe house operators should be able to welcome them into the main living area as normal, to reduce any suspicion.

The area used should also have an emergency way out, even if it's a basement window or an emergency escape ladder. This way, the safe house operators could delay anyone asking about the guests, while the guests depart if needed.

Personnel using the safe house should, like in any other temporary location, only take out what gear they are using immediately, and remain fully packed and ready to move at a moment's notice.

The area used should be somewhat soundproofed with insulation or blankets on the walls. Occupants should be instructed to keep noise only to what is necessary.

Light discipline is important. Cover windows in the area being used by the safe house guests.

Cooking should be limited to normal mealtimes and never after dark. The trash should be disposed of with the normal household trash.

Guests at a safe house must limit any trips outdoors to only being under cover, like under trees, or at night. It's important to note that Osama Bin Laden's safe house was confirmed because he frequently took walks outside. It was also confirmed by analyzing the "pattern of

life” information I discussed above. Surveillance operators discovered more people than could reasonably be expected operating from the home and larger than normal food purchases for the number of people registered to the home.

Safe houses should never be used for meetings, despite what you see in spy movies. Safe houses are where you wait until a meeting occurs nearby. As mentioned earlier, never arrange meetings directly at a site you control, because you don’t want to tell everyone where you can be found.
A good bonus is having a safe house exit and perimeter exit into an unobserved area, like an alley or a wooded lot, so that people can come and go undetected.

A safe house is only as secure as the procedures in place to protect it and keep it secret. Operational Security (OPSEC) is the key in running a safe house operation, whether in current-world operations or in a WROL situation.

Stocking a Safe House

In both situations (current-world and WROL), there are certain supplies that should be available in a safe house. A few things only apply to WROL safe houses, and we will list those separately.

• Large Medical Kit: There should be a large medical kit with sufficient supplies to treat serious wounds. There should also be stand-alone supplies to refill any items used from individual first aid kits.

• Medications: Stock cold and sinus medications, antibiotics (including creams), anti-diarrheal medications, Benadryl, and various types of pain relievers and fever reducers. A good use for safe houses is the treatment or recuperation of injured group members. Cough drops can be used to control coughs and prevent noise.

• Communications Gear: Spare batteries or full radios for the group’s chosen radio gear. An ability to recharge radios, perhaps with solar panels, should also be available.

• Radio Listening Gear: Every safe house should have at least a shortwave or multi-band receiver, so that anyone staying in the safe house can monitor communications on a local, regional, or national level without going outside. A police-scanner type radio is great idea to have to detect surveillance by anyone, whether government or not. Most of these scanners have the FRS/GMRS/MURS/CB bands pre-programmed into their search functions, and if not, you can program them in yourself. Monitoring this should be on-going.

• Sleeping Gear: There should be enough supplies to keep every using the location warm and comfortable.

• Food: Every safe house should stock enough long-term shelf stable food for anyone who might use the location, without causing the people running the safe house to have to bring in a sudden influx of food. Any change to the pattern of life could tip watchers off. There should also be portable food for people to take with them if they must leave quickly.

• Water: While we've mentioned that you can never store enough water, a safe house should have extra water on hand. For the long-term, have additional water purification methods on hand, like spare filter straws or purification tablets.

• Hygiene Supplies: Having extra wet wipes, toothbrushes, and baking soda, soap, etc. on hand will not only improve quality of life but will protect the health of everyone involved. Hygiene will be a killer in a WROL situation.
• Random Clothing: There should be random clothing to allow someone to change their appearance quickly. You could also have clothing on hand because a team may arrive dressed for rural movement in camouflage and need to change profile into normal street clothes. In a WROL situation, the safe house operators could be gathering clothes on an on-going basis from abandoned homes or shops.

• Get-Home Bags: If your group has some extra supplies, you could build a couple of Get-Home Bags and stash them at a safe house. If

someone arrived at the safe house with no supplies, they could just pick up a Get Home bag and move out after resting with at least some supplies. This could also apply to the escape and evasion site scenario listed below.

In a WROL situation, the following additional considerations should be made:

• Ammunition: Spare ammunition could be pre-positioned at safe houses to allow teams on the run to re-supply. See the escape and evasion site scenario. This is yet another reason to standardize calibers and firearms. If both long guns and sidearms are standardized, you could store the ammunition in magazines.

• Firearms: In a WROL situation, you should anticipate collecting or finding additional firearms as the days go by. These firearms should be collected and then dispersed to safe houses or stashes. There are many scenarios in a WROL situation that could end up with group members arriving somewhere without a firearm and needing to re-arm. One of these comes from operations during Katrina - The National Guard prohibited private firearm possession in New Orleans. You can easily envision a local government doing this in a WROL situation and establishing checkpoints at town entrances. Your team could re-arm after passing through the checkpoints unarmed.

• Survival Gear: Extra supplies of stormproof matches, fire-starting gear, tarps, and the like could be stashed in safe houses.

Escape and Evasion Site Scenario

Earlier in the book, we discussed having back-up sites in case your team needed to leave your bug out location or secure location, even if you chose to bug-in. An “Escape and Evasion” site is sort of a cross between a back-up location and a safe house.

Before a WROL situation exists, you should identify locations along the route from your home or office to your bug out location, or, if you are bugging in, your office and home, where you could securely stash

supplies and gear in case you are forced to flee a location with absolutely no preparation or supplies.

For example, you were in your office and your Get Home Bag was in the trunk of your car and violent rioters have set up an “Autonomous Zone”, with your car inside it. You could hit your escape and evasion site to pick up alternate supplies.

Another example is if you planned on bugging in, but were forced to leave on foot, and head to where the rest of your group traveled to. You could set up waypoints consisting of a few escape and evasion caches with re-supplies of food, medical gear, and ammunition along the route.

Escape and Evasion sites are very similar to caches, just with a limited amount of supplies meant for mobile re-supply while on the move.

Establishing a Safe House Network

One of the most frequent questions I get is, how do I find likeminded people to help with safe houses? The answer is that you probably already know them.

Throughout my career, I’ve met people from all over the country who would be willing to let me a stay a few days in an emergency if I was caught away from home, like what happened to many during the 9/11/2001 attacks. These same people would help if I had to traverse a long distance during a WROL situation.

Once you know these people, you are halfway to establishing a safe house or an escape and evasion site. Ask them if you can leave a bag and a box in their basement or a closet, just in case. If they say yes, you just established an escape and evasion site.

Discuss their preparedness plans. If you have friends planning on bugging in somewhere, ask if you could ever stop there during a crisis for a few days. If they say yes, you now have a safe house. Again, ask to store a couple of boxes of supplies there. Offer to do

the same for them. You're now working on establishing a network of safe houses.

There is no need to re-invent the wheel. Start with your circle of friends, then ask them if they know others who are like-minded. If I set up my own network, and my friends all do, we are multiplying the sites we can use because our friends can vouch for us with their other friends.

A caution – Do not just put random feelers out on the internet. You will attract crazy people, dangerous people, and federal agents (but then I repeat myself). Go with people you are personally connected with in some way, to only the second or third level.

Summary

We aren't discussing safe houses because we are doings things that will cause us to have to hide. We are discussing it because there are specific situations in which having an alternate place to go would be helpful, especially in areas where the team doesn't normally operate.

These are simply meant as friendly locations to rest and re-supply before conducting further operations or pushing further down your path.

Use only trusted people and keep the plans limited to those with a need to know.

Training Standard

1. Describe what a safe house is.
2. Explain "pattern of life".

3. List two methods of inserting people into a safe house in current-world conditions.
4. Describe the two methods needed to verify if a safe house is still safe to use in a WROL situation.

5. List at least three basic rules for safe house operations.
6. List supplies that should be at every safe house.

7. Define an “escape and evasion site”. 8. Describe how to establish a safe house network.

Tactical Wisdom
Warrior Study Nehemiah

Nehemiah began as a cup-bearer for King Atraxerxes of Persia. In 445 BC, Artaxerxes sent him with a military force of “officers and cavalry” to be the Governor of Judah and to rebuild Jerusalem

His book is a great example of leadership.

When he arrived, he found a city in ruins and immediately they were surrounded by enemy forces. To accurately understand his situation, as we discussed earlier in the book, the first thing Nehemiah did was go out on a patrol:

I set out during the night with a few others…
Nehemiah 2:12

During that night-time patrol, Nehemiah circled his entire perimeter to create a defensive plan from the enemy’s perspective, looking inward from the enemy side. This principle is still in use by military forces today.

As we cover our Warrior Study on Nehemiah, first, as we’ve done in other volumes, I’ll share a couple of blog posts from www.tactical-wisdom.com related to Nehemiah. Then, we’ll finish with a few additional verses from Nehemiah and discuss how they apply today.

On Being Ready – Nehemiah

Nehemiah is one of my favorite characters and one of the first people to live a tactical/preparedness lifestyle. He was appointed as the governor of Jerusalem and was sent to rebuild it by the King.

There was just one problem though…. Jerusalem was surrounded by people who didn’t want to see it rebuilt. Does that sound familiar?

Does it sound like life in a WROL situation?

How did Nehemiah and his people keep safe? With this piece of Tactical Wisdom from the Bible:
From that day on, half of my men did the work, while the other half were equipped with spears, shields, bows and armor…
Nehemiah 4:16a

This principle is still used today by most modern military forces…half the force engaging in security, while the remainder works or rests.

How can we apply this to our daily lives?

First, ensure, like Nehemiah did, that your home is secure to begin with. Good locks, lighting, proper landscaping, and maybe even a few cameras are a good start. Having a safe and secure storage method for defensive firearms, while keeping them readily accessible in an emergency is also a good start. Having emergency supplies as listed in TW-01, Baseline Training Manual is necessary.

Second, ensure that wherever you go, you are as armed as you lawfully can be. How that looks depends on your lifestyle and the local legal environment.

It may mean a concealed pistol license and a handgun. Know your state's odd quirks of gun laws before doing this. As an example, in Michigan, you can't carry a concealed gun into a bank, even if licensed, but if licensed to carry concealed, you CAN open carry a handgun into the bank, but an unlicensed person can't. Laws are weird.

Most state and local government offices and all federal offices (including the post office) ban guns, but you can generally carry at least a pocketknife inside them. Invest in a good knife, not a cheap one, you are betting your life on it. Know local knife laws as well.

Airports, airplanes, and courthouses poses problems in that knives are banned in them as well. Solution…get a tactical pen and know how to use it. A caution here, though, don't get the ultra-tactical

looking ones, a simple, solid metal pen is sufficient. While I've never had one of any type seized, and I've flown a lot, I did have one spirited discussion…so keep it low-key

When leaving the house, if you have a concealed carry license, your minimum standard should be a firearm and at least one spare magazine, a quality pocketknife, a high-intensity tactical flashlight, and a tactical pen.

A note about flashlights…buy a high quality one. Many places sell what they call "tactical high-intensity flashlights", but they aren't designed for self-defense or use with a firearm. I only use Surefire, Streamlight, or Smith & Wesson lights myself, but there are many other brands. You're betting your life on it, make an investment, not just a purchase.

Also, if you truly believe in a preparedness or tactical lifestyle, a well-stocked first aid kit is an absolute requirement EVERY SINGLE DAY. I've used the first aid kit more than any other item.

Many people say, "Aren't you being paranoid?" or "What do you need that for?". My first answer is that it's no one's business but mine. The best answer is that you can't possibly know where or when you'll have to defend your life (or that of someone else).

It's easy to say, "But I'm just running to the gas station" and not go to the trouble, but you are statistically more at risk at the gas station than at home.

Also, the worst possible tool to need, is the one you don't have with you when you need it. If you forget a credit card, or a set of keys, you can run back home and get it, but you'll be seriously injured (or dead) if you need a self-defense tool and left it at home because it's a hassle.

Take the thousands of years old advice of my friend Nehemiah, and always have your sword, spear, and shield at the ready.

The principle is reinforced in an ancient Norse Text called the Hávamál. It's a poem but is very similar to the Proverbs of the Christian/Hebrew Bible. Here is the specific verse:

Let a man never stir on his road a step without his weapons of war; for unsure is the knowing when need shall arise of a spear on the way without.
Hávamál 38

Nehemiah – Be Ready

When the Jews returned to Jerusalem with Nehemiah, they were returning to a destroyed city, completely surrounded by enemies. The lessons taught in the Book of Nehemiah are just as valid today in either a Without Rule of Law (WROL) situation, or even in everyday life.

Neither I, nor my brothers, nor my men took off our clothes, each had his weapon; even when he went for water.
Nehemiah 4:23

This isn't bad advice, no matter what century.

The point of the advice is to remain aware and ready to defend yourself at all times. This was referred to by the legendary Jeff Cooper as "Condition Yellow". It means remaining engaged and being aware of the people around you, your environment, and potential issues that may develop, rather than being distracted by your phone or daydreaming.

When I approach a commercial building, like a store or gas station, I glance through the door or windows first, then as soon as I enter, I take in the whole scene, noting all potential exits. It only takes two seconds and could potentially save your life.

This is also found in the Hávamál, in Stanza 1:

The man who stands at a strange threshold, Should be cautious before he crosses it, Glance this way and that:
Who knows beforehand what foes may sit Awaiting him in the hall?

In a true WROL situation, this becomes even more important. Nehemiah's admonition to always be armed takes on special significance in the wake of a natural disaster, mass quarantine, power grid failure, or economic collapse.

In urban areas, the average house has about 48 hours' worth of food in it. After the ability to quickly restock food from the corner store has gone away, hungry people will get desperate and remaining armed at all times can be the difference between safety and injury, or worse.

In that situation, you and your team should be fully armed and in "full kit" (sidearm, fixed blade knife, long gun, spare ammunition, and RADIO) at all times. When sleeping, be clothed, like Nehemiah suggests, with all your gear within arm's reach.

When a strong man, fully armed, guards his house, his possessions are safe.
Luke 11:21

I also recommend highly the "3 Blade Rule". You should always have available in everyday carry (EDC) and on your body in a WROL situation, 3 blades. First, a folding blade knife, which can be carried in a pocket for EDC or on your gear otherwise. Second, some type of multi-tool. For EDC, my Gerber Suspension, and my Gerber M600 are in my laptop bag and in WROL, they have pouches on my web gear. The third blade is a full-size fixed blade knife. For EDC, the fixed blade knife is in my Get Home Bag backpack in the rear of my SUV (I carry either a Gerber LMF Infantry or my trusty USMC Ka-Bar). With these three blades, you can solve nearly any emergency, self-defense, or survival need.

As far as EDC carry of a firearm, Nehemiah said they carried their weapons everywhere, even to get water and its solid advice. There is no point in obtaining a Concealed Pistol License and then not carrying a pistol.

I recommend carrying whatever your EDC gear is, whether it's a handgun or a knife (and it should be both) everywhere that you

legally can. You can't possibly predict when evil or flawed ideology will touch your life, so it's your responsibility to always be ready.

One more point about EDC: Whether or not you choose to arm yourself for EDC, you should ALWAYS carry a first aid kit. If you do choose to lawfully carry a firearm or knife, you MUST carry a first aid kit. Carrying first aid supplies really isn't hard and can save lives in any emergency. I'll do a full post on these, but here's a recap of what I carry and where:

Laptop bag: Ziploc bag of various band-aids, some gauze, a pressure bandage (for gunshot wounds or any penetrating trauma), a tourniquet, and a CPR mask/gloves.

Get Home Bag: Full kit with band-aids, wipes, antibiotic, gauze, pressure dressings, triangular bandage, Cellox, EMT shears, gloves, CPR mask.
Trunk of SUV: Full Size med kit with multiple pressure dressings, tourniquet, band-aids of every size, combine pads, gauze, triangular bandages, tape, wipes, antibiotic, conforming bandage, EMT shears, minor medications, CPR mask, and gloves.

IFAK (Left cargo pocket): Full kit like above, but also with Cellox for blood clotting.

The first aid kits may seem to be a bit much, but I've been blessed to be able to help injured people at accident scenes many times in my life. Having the right gear and never needing it is FAR better than needing the gear and NOT having it.

Additional Tactical Wisdom from Nehemiah

Therefore, I stationed some of the people behind the lowest points of the wall at the exposed places, posting them by families, with their swords, spears, and bows.

Nehemiah 4:13

Nehemiah, after viewing the terrain from the enemy standpoint decided to have his forces stationed to cover the avenues of approach that weren't covered by obstacles. He was using the KOCOA terrain model that we still use today.

From that day on, half of my men did the work, while the other half were equipped with spears, shields, bows, and armor.
Nehemiah 4:16

Security must become an obsession in a WROL environment, and Nehemiah knew this. Your defenses must always be manned by at least half your team. Again, this practice is still in use today by all military forces.

Neither I nor my brothers nor my men nor the guards with me took off our clothes; each had his weapon, even when he went for water.

Nehemiah 4:23

We discussed this concept in TW-02, Fieldcraft. If we are in a WROL situation, we will not know when something bad will happen. All our defensive gear must be within arm's reach at all times and preferably worn at every moment, even when getting water.

But we prayed to our God and posted a guard day and night to meet this threat.
Nehemiah 4:9

Maintaining faith in a difficult situation is a key to survival. But maintaining faith isn't enough, you also need to establish security and watch for bad actors. Establish an interior guard as we discussed, as well as conducting local security patrols and establishing observation posts.

"…Go out into the hill country and bring back branches from olive and wild olive trees, and from myrtles, palm, and shade trees, to make temporary shelters..."

Nehemiah 8:15b

Everyone should have the skills to create shelters from natural materials. Not solely for survival, but also for camouflaging defensive positions, making fighting positions with overhead cover, and establishing observation posts.

I hope these verses and the Warrior Study help you see Nehemiah as I do, as the Grandfather of Combat Engineers. He spent his days making Jerusalem an impenetrable fortress, which is our goal in a WROL situation.